

STARFINDER



ALIEN ARCHIVE

THE PACT WORLDS SYSTEM



STARFINDER

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*** Includes player character racial traits**

This book refers to several other Starfinder products, yet these additional supplements are not required to make use of this book. Readers interested in references to Starfinder hardcovers can find the complete rules of these books available online for free at paizo.com/sfrd.



INTRODUCTION



You are not alone in the universe. In the Starfinder Roleplaying Game, strange new creatures and cultures await your party of adventurers on every new planet and space station. Whether you're on a routine trading mission in the most familiar sectors of the Pact Worlds or exploring never-before-contacted planets out in the mysterious reaches of the Vast, Starfinder is a game about aliens—playing them, fighting them, and everything in between.

Starfinder Alien Archive presents a sampling of such aliens, designed both for Game Masters to use in crafting challenging encounters and adventures and for players to use in creating and customizing the perfect characters. It's also a font of setting information and cultural details on the melting pot of different worlds that is Starfinder's home galaxy. In order to fully use the creatures in this codex, you'll need a copy of the *Starfinder Core Rulebook*, or you can find that book's rules online for free at paizo.com/sfrd.

Not all of the creatures in this book are aliens in the traditional sense—after all, everyone's an alien to someone else, and who's to say you're not just as bizarre to a gelatinous barathu as it is to you? Some of the species detailed here are key members of the Pact Worlds, being almost as familiar to the average citizen as the races presented in the *Starfinder Core Rulebook*. Others—angels, devils, and fey, for example—are from realms beyond mortal ken. Still others are old mythological favorites like dragons and elementals, familiar to players of the Pathfinder Roleplaying Game and other fantasy RPGs but updated to Starfinder's rules. Appendix 4: Universal Creature Rules explains all those rules which are common among the various entries in this book.

This book is only a small sampling of the myriad creatures found in the Starfinder campaign setting. For more, see the Starfinder Adventure Path volumes and other supplements, or quickly and easily import monsters from the *Pathfinder RPG Bestiary* volumes into your Starfinder game using the rules from the Pathfinder Legacy chapter of the *Starfinder Core Rulebook*. Best of all, this book's Appendix 1: Creating Monsters and Other NPCs presents a robust creature-creation system that GMs can use to create monsters and nonplayer characters of literally any species they can imagine, while Appendix 3: Simple Template Grafts lets GMs modify existing creatures on the fly to better fit their party's level and situation.

But *Alien Archive* doesn't stop at creatures! This book also presents a ton of alien technology such as armor, magic items, weapons, and more that are perfect for rewarding or customizing player characters, sprinkled throughout their respective creature entries. And Appendix 2: Summoning Creatures offers spellcasters rules for summoning creatures in combat, allowing you to bring even more aliens to your table!

There's a whole galaxy out there, full of creatures to fight or befriend. Are you ready?

RACIAL TRAITS AND ALIEN PCS

Part of the fun of any science fantasy game is playing bizarre alien races, and in Starfinder, we want groups to have as many playable creature options as possible. As a result, many of the creature entries in this book include racial traits—rules that players can use to build characters of these races. In many cases, these racial abilities are scaled-back versions of the full monster abilities; this is because opponents run by the GM (both monsters and nonplayer characters) are created using a different rules system than player characters, but also because it allows us to present a wide array of potential playable races that might otherwise be too powerful. Even so, these abilities can still add complications to the game, and it's always up to the GM to decide whether to allow player characters of these races. The GM can also opt to treat non-humanoid player races as humanoids for the purposes of spells and other abilities to offset some of these complications.

HOW TO READ A STAT BLOCK

The following section breaks down how to read a creature's statistics, also called a stat block. Not all creatures have all of the information listed below. If a monster has any entries that aren't explained here or that differ from the normal class features and other rules for characters presented in the *Starfinder Core Rulebook*, you'll find them explained fully either at the end of the stat block under Special Abilities or in Appendix 4: Universal Creature Rules, where rules that appear in multiple monster entries have been compiled for easy reference. Both monsters and nonplayer characters (NPCs) have stat blocks, and you'll learn how to build both of them in Appendix 1: Creating Monsters and Other NPCs.

Name and CR: The creature's name is presented along with its Challenge Rating (CR), a numerical representation of the creature's relative power. Challenge Rating is explained in detail on page 389 of the *Starfinder Core Rulebook*, but as a general rule, monsters with a CR equal to the average level of the characters in your party is about right for them to fight—if the CR is too high, it'll be too difficult, and if it's too low, it won't be a fun challenge anymore.

XP: This is the total number of experience points the player characters (PCs) earn for defeating the creature. Note that this is the total for the party, not each character!

Race and Grafts: All creatures have a race entry. Some creatures are also built with class or template grafts, giving them more abilities (see Appendix 1 for more information). If this entry lists "variant," the creature is an altered version of the base creature, beyond gaining different special abilities or class grafts. If this entry lists "unique," the creature is the only one of its kind.

Alignment, Size, Type, and Subtype: A creature's listed alignment represents the norm for such creatures; an individual's can vary as you require for the needs of your campaign.



A creature's size determines its space and reach. Some innate abilities come from the creature's type and subtype.

Init, Senses, and Perception: This lists the creature's initiative modifier, followed by its special senses (omitted if it doesn't have any). Its Perception modifier is listed here instead of in its Skills entry (see below).

Aura: If the creature has a magical or exceptional aura, it is listed here along with its radius from the creature and the save DC to resist the aura's effects, where applicable.

HP and RP: These entries list the creature's Hit Points and (if it uses them) its Resolve Points.

EAC and KAC: The creature's Energy Armor Class and Kinetic Armor Class are listed here.

Fort, Ref, and Will: The creature's Fortitude, Reflex, and Will saving throw modifiers are listed here, followed by situational modifiers to those rolls.

Defensive Abilities, DR, Immunities, Resistances, and SR: If the creature has any defensive abilities, damage reduction (DR), immunities, resistances, or spell resistance (SR), they're listed here.

Weaknesses: This lists the creature's weaknesses, if any.

Speed: This notes the creature's speed, followed by any additional speeds and types of movement the creature has. If the creature has a fly speed, the source of its fly speed (whether extraordinary, supernatural, or from another source such as an item) is given, followed by its maneuverability.

Melee: The creature's melee attacks are listed here, each starting on a separate line. The attack roll modifier appears after the attack's name, followed by the attack's damage, damage type, and critical effects in parentheses.

Multiattack: If the creature can make multiple melee attacks with a full action (usually with different weapons), the attacks and attack roll modifiers are listed in this entry, followed by each attack's damage, damage type, and critical effects in parentheses.

Ranged: This entry lists the creature's ranged attacks in the same format the Melee entry uses for melee attacks.

Space and Reach: The creature's space and reach are noted here if they are other than a 5-foot square and 5 feet (those values are the default). Any special reach (from weapons or the like) is listed in parentheses.

Offensive Abilities: This entry lists abilities the creature is likely to use offensively.

Spell-Like Abilities: After noting the caster level of the creature's spell-like abilities, this section lists the creature's spell-like abilities (and the associated saving throw DCs, where relevant), organized by the number of times per day it can use each ability.

Spells Known: If the creature can cast spells (usually due to a mystic or technomancer class graft), its caster level is shown in this entry, followed by the spells it knows (and the associated saving throw DCs, where applicable) and how many spell slots of each level it has available per day. Often, only the creature's most powerful spells are listed here.

MONSTER REFERENCE SYMBOLS

This book uses the following symbols to help GMs quickly determine how a creature can most effectively be used in combat. They also help GMs locate creatures to fill given roles when designing an encounter. If a symbol appears only once in the margin of an entry with multiple stat blocks, it applies to both creatures.



COMBATANT

These creatures are best suited to physical fighting; they may be most effective at range, in melee, or both.



EXPERT

These creatures tend to be most effective with various skills.



SPELLCASTER

These creatures rely primarily on spells or spell-like abilities.

Ability Score Modifiers: The creature's ability score modifiers (rather than the scores themselves) are listed here.

Feats: Only feats that give situational bonuses or allow for special combat tactics are listed in monster stat blocks. Feats that give the creature a static bonus (such as Improved Initiative) are already factored into the creature's statistics, and they are therefore not listed.

Skills: The creature's skills are listed here alphabetically with their modifiers. Creatures are assumed to have whatever tools they need to use the listed skills (such as Engineering) without a penalty.

Languages: The languages most commonly understood and spoken by the creature are noted here, along with any other special means of communication (such as telepathy). You can swap out the languages known for other choices as needed.

Other Abilities: This entry lists abilities and features the creature has that aren't covered in another line.

Gear and Augmentations: This entry details the gear and augmentations the creature has, which can be altered to suit your needs.

Environment: The regions and climates in which the creature is typically encountered are listed here, though you're welcome to use the creature in different environments.

Organization: This entry describes typical groupings for this creature type and whether such groups include any other types of creatures.

Special Abilities: All of the creature's unusual abilities are detailed in this section.

AEON GUARD



AEON GUARD
CR 3
XP 800



AEON GUARD SPECIALIST
CR 7
XP 3,200

AEON GUARD**XP 800**

Azlanti soldier

LE Medium humanoid (human)

Init +5; **Senses** darkvision 60 ft.; **Perception** +8**DEFENSE****EAC** 19; **KAC** 22**Fort** +5; **Ref** +3; **Will** +4**CR 3****HP 48****OFFENSE****Speed** 20 ft.**Melee** thunderstrike pulse gauntlet +8 (1d6+5 B & So; critical knockdown)**Ranged** AG assault rifle +11 (1d8+3 P) or frag grenade II +11 (explode [15 ft., 2d6 P, DC 14]) or incendiary grenade I +11 (explode [5 ft., 1d6 F plus 1d4 burn, DC 14])**Offensive Abilities** fighting styles (sharpshoot), sniper's aim**STATISTICS****Str** +2; **Dex** +4; **Con** +1; **Int** +1; **Wis** +1; **Cha** +1**Skills** Athletics +8, Intimidate +8, Profession (soldier) +8, Stealth +10**Languages** Azlanti**Gear** AG trooper battle dress (clear spindle aeon stone, jump jets), AG assault rifle with 4 magazines (100 longarm rounds), thunderstrike pulse gauntlet with 2 batteries, frag grenade II, incendiary grenade I**ECOLOGY****Environment** any (Azlanti Star Empire)**Organization** fire team (3-6), squad (7-12), strike team (7-12 Aeon Guards plus 1 Aeon Guard specialist), or troop (21-48 Aeon Guards plus 1 Aeon Guard specialist)**AEON GUARD SPECIALIST CR 7****XP 3,200**

Azlanti operative

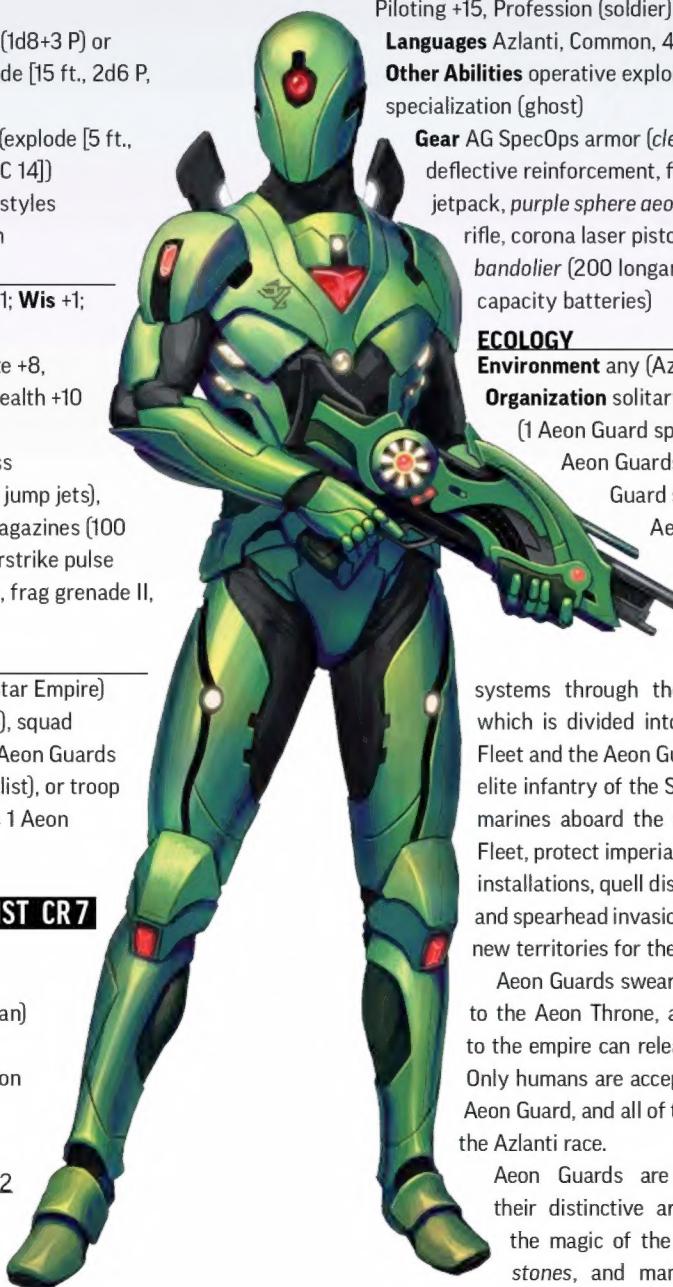
LE Medium humanoid (human)

Init +8; **Senses** blindsense (emotion) 60 ft., darkvision 60 ft., low-light vision;**Perception** +15**DEFENSE** **HP 102****EAC** 22; **KAC** 23**Fort** +9; **Ref** +9; **Will** +10; +2 vs. disease and poison**Defensive Abilities** evasion, uncanny agility; **DR** 5/-;**Resistances** acid 5**OFFENSE****Speed** 40 ft., fly 30 ft. (jetpack, average)**Melee** tactical knife +13 (2d4+9 S)**Ranged** AG accelerator rifle +15 (3d4+7 P) or corona laser pistol +15 (2d4+7 F; critical 1d4 burn)**Offensive Abilities** debilitating trick, trick attack +4d8**STATISTICS****Str** +1; **Dex** +5; **Con** +1; **Int** +4; **Wis** +2; **Cha** +1**Skills** Acrobatics +20, Athletics +15, Computers +20, Piloting +15, Profession (soldier) +15, Stealth +20**Languages** Azlanti, Common, 4 additional languages**Other Abilities** operative exploits (cloaking field), specialization (ghost)**Gear** AG SpecOps armor (clear spindle aeon stone, deflective reinforcement, filtered rebreather, jetpack, purple sphere aeon stone), AG accelerator rifle, corona laser pistol, tactical knife, efficient bandolier (200 longarm rounds and 2 ultra-capacity batteries)**ECOLOGY****Environment** any (Azlanti Star Empire)**Organization** solitary, pair, strike team (1 Aeon Guard specialist plus 7-12 Aeon Guards), or troop (1 Aeon Guard specialist plus 21-48 Aeon Guards)

The powerful Azlanti Star Empire maintains its hold on its subject systems through the might of its military, which is divided into two arms: the Imperial Fleet and the Aeon Guard. Aeon Guards are the elite infantry of the Star Empire; they serve as marines aboard the warships of the Imperial Fleet, protect imperial government and military installations, quell dissent and crush rebellions, and spearhead invasions to conquer and occupy new territories for the Star Empire.

Aeon Guards swear personal oaths of loyalty to the Aeon Throne, and only death in service to the empire can release them from their duty. Only humans are accepted into the ranks of the Aeon Guard, and all of them must be paragons of the Azlanti race.

Aeon Guards are readily identifiable by their distinctive armor, which incorporates the magic of the empire's legendary *aeon* stones, and many are given cybernetic





AEON GUARD ARMOR

ARMOR MODEL	LEVEL	PRICE	EAC BONUS	KAC BONUS	MAXIMUM DEX BONUS	ARMOR CHECK PENALTY	SPEED ADJUSTMENT	UPGRADE SLOTS	BULK
<i>Light Armor</i>									
SpecOps armor, AG	7	7,500	+7	+8	+5	-1	-	3 + 2*	1
<i>Heavy Armor</i>									
Battle dress, AG trooper	3	1,650	+5	+7	+2	-3	-10 ft.	1 + 1*	3
Battle dress, AG command	10	18,750	+15	+17	+3	-3	-10 ft.	2 + 3*	3

* Upgrade slots marked with an asterisk are aeon upgrade slots; these slots can be used only to hold aeon stones.

AEON GUARD RIFLES (TWO-HANDED LONGARMS)

PROJECTILE	LEVEL	PRICE	DAMAGE	RANGE	Critical	Capacity	Usage	Bulk	Special
Assault rifle, AG	3	1,400	1d8 P	80 ft.	-	12 rounds	1	1	Automatic
Accelerator rifle, AG	7	7,500	3d4 P	60 ft.	-	16 rounds	1	2	Automatic
RPPR, AG	10	21,000	2d12 B	100 ft.	Knockdown	12 mini-rockets	1	2	-

and biotechnological augmentations in addition to their standard-issue gear. The Aeon Guard stat block on page 6 represents a rank-and-file trooper who can be found almost anywhere within the Azlanti Star Empire or on one of its starships. Aeon Guard specialists are capable of operating for weeks or even months at a time with little or no support, carrying out secretive missions of espionage, infiltration, reconnaissance, or sabotage.

AEON GUARD ARMOR

Standard issue for soldiers of the Azlanti Star Empire's elite military, Aeon Guard battle dress is a suit of heavy armor consisting of close-fitting ceramic and polycarbonate plates overlaid with an energy-reflective molecular coating. SpecOps armor, designed for use by Aeon Guard specialists, is of the same design but in a lighter, more agile package. In addition to slots for traditional armor upgrades, each suit of Aeon Guard battle dress also includes additional aeon upgrade slots that can be used to house only *aeon stones*. Placing an *aeon stone* in an aeon upgrade slot allows you to benefit from the *aeon stone*'s abilities as if it was orbiting your head. In the Azlanti Star Empire, civilian possession of a suit of Aeon Guard battle dress is a criminal offense punishable by death.

For all its utility, Aeon Guard armor is also highly stylized, designed to impress and intimidate the enemy. The most recognizable part of its design is its helmet, which always includes a blank, full-face mask designed to give the soldier a disturbing, almost robotic look while also making it impossible to recognize specific soldiers. This is as much for the soldier's benefit as the enemy's, as being unable to distinguish one's comrades makes it easier to ignore personal attachment and remain a true tool of the throne. Standard Aeon Guard troopers often have a single *aeon*

stone set in the faceplate, but officers may have a different number or configuration.

AEON GUARD RIFLES

The AG series of longarms is manufactured by government-held factories for the sole use of the Aeon Guard. Its ingenious designers are held via lifelong "contracts" as pampered but neurally locked prisoners of the throne. The AG assault rifle is a selective-fire rifle that is standard issue for rank-and-file troops. Other weapons in the series include the AG accelerator rifle, which uses magnetic fields to propel metal projectiles like a magnetar rifle does, and the rocket propelled-projectile rifle (RPPR, or "Ripper," as it's known in the ranks of the Aeon Guard), which fires mini-rockets like those used in gyrojet rifles. Pact Worlds intelligence believes that some AG weapons can also be equipped with *aeon stones*, though what functions they provide and how this hybrid technology actually works is unknown. In the Azlanti Star Empire, civilian possession of any AG-series weapon is a criminal offense punishable by death.

AEON STONES

The Azlanti are known to make frequent use of *aeon stones*, and Aeon Guards in particular often incorporate these magic gemstones into their armor and weapons. One such stone commonly employed by the Aeon Guard is the *purple sphere aeon stone*, detailed below. Complete rules for *aeon stones* can be found on pages 222–223 of the *Starfinder Core Rulebook*.

PURPLE SPHERE AEON STONE

LEVEL 7

MAGIC ITEM

PRICE 7,500

BULK –

This *aeon stone* creates an invisible force field around you that functions as a purple force field (*Starfinder Core Rulebook* 206). The stone has a daily capacity of 10 charges and fully recharges itself every 24 hours.

AEON GUARD

APPENDIX 1:
CREATING
MONSTERS AND
OTHER NPCs

APPENDIX 2:
SUMMONING
CREATURES

APPENDIX 3:
SIMPLE
TEMPLATE
GRAFTS

APPENDIX 4:
UNIVERSAL
CREATURE
RULES

AHAV

AHAV
CR 12

XP 19,200

AHAV**XP 19,200**

N Huge construct (technological)
Init +8; **Senses** darkvision 60 ft., low-light vision, sensor suite; **Perception** +27

DEFENSE**EAC** 26; **KAC** 28**Fort** +12; **Ref** +12; **Will** +9

Defensive Abilities fast healing 5, hardness 15;
Immunities construct immunities

OFFENSE**Speed** 60 ft.

Ranged medium machine gun +26 (3d10+12 P) or
 hellhound-class flamethrower +26 (4d6+12 F; critical
 burn 4d6)

Space 15 ft.; **Reach** 15 ft.**CR 12****STATISTICS****Str** +5; **Dex** +8; **Con** –; **Int** -2; **Wis** +4; **Cha** +2**Skills** Stealth +22**Languages** Common**Other Abilities** MODEL, unliving

Gear hellhound-class flamethrower with 2 high-capacity
 petrol tanks, medium machine gun with 420 heavy rounds

ECOLOGY**Environment** any**Organization** solitary or unit (1 AHAV plus 10–12 soldiers)**SPECIAL ABILITIES****MODEL (Ex)** An AHAV is created with one of the Mission

Dependent Loadouts, or MODELS, listed below. MODELS are intended to allow AHAVs to serve in a variety of roles. This list is not exhaustive; the GM is free to design other MODELS at her discretion.

Advanced Maneuverability:

The AHAV has an extraordinary fly speed of 60 feet (perfect maneuverability) and the Spring Attack feat.

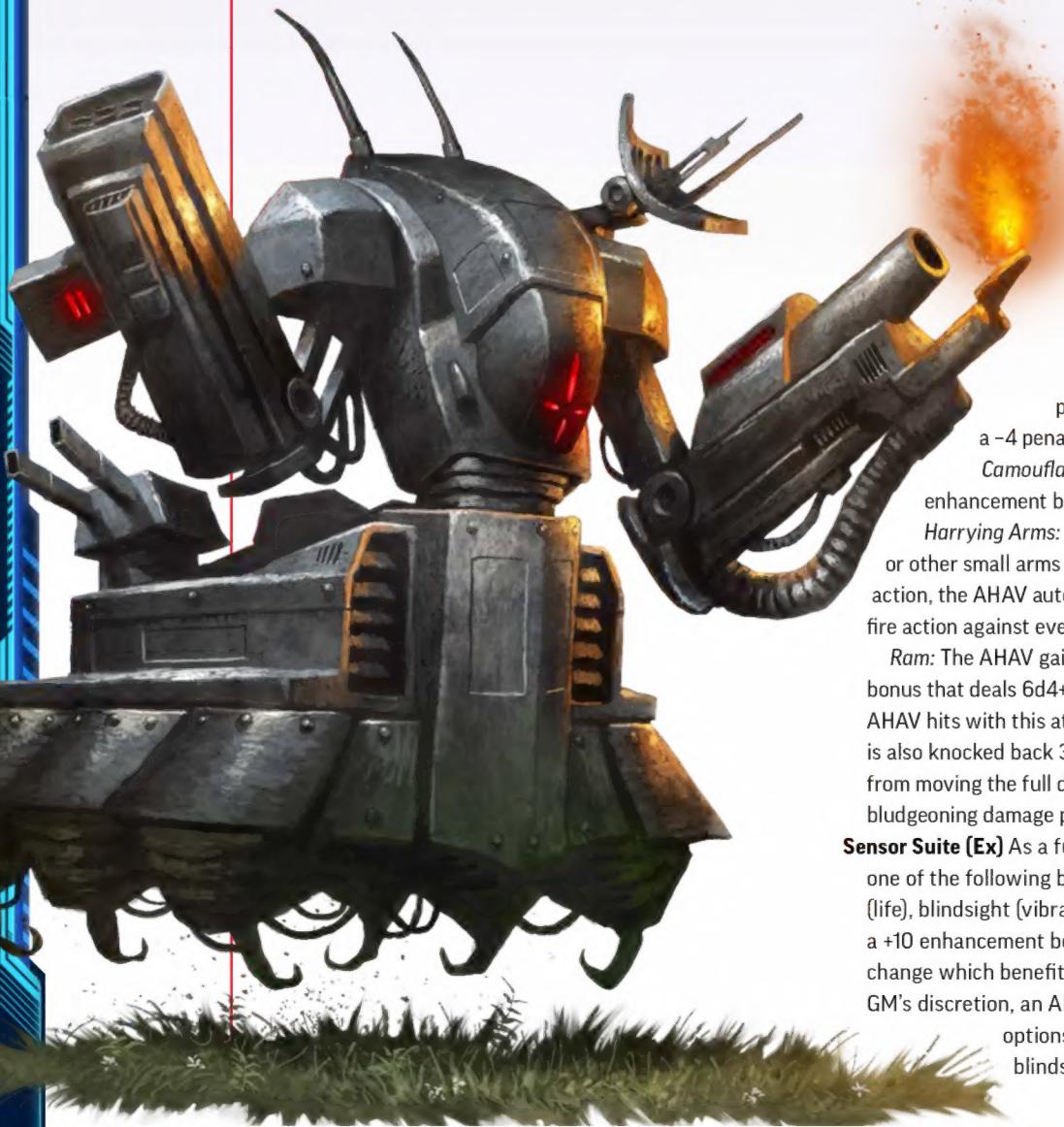
Autoloader: When the AHAV makes a full attack with its medium machine gun, it can make up to three attacks instead of two attacks. It takes a –5 penalty to these attacks instead of a –4 penalty.

Camouflage Plating: The AHAV gains a +20 enhancement bonus to Stealth checks.

Harrying Arms: The AHAV has numerous pistols or other small arms mounted to its chassis. As a full action, the AHAV automatically succeeds at the harrying fire action against every enemy within 60 feet.

Ram: The AHAV gains a slam attack with a +23 attack bonus that deals 6d4+17 bludgeoning damage. If the AHAV hits with this attack after a charge, the target is also knocked back 30 feet. If the target is blocked from moving the full distance, it takes an additional 1d6 bludgeoning damage per 10 feet it can't move.

Sensor Suite (Ex) As a full action, an AHAV can gain one of the following benefits for 1 minute: blindsight (life), blindsight (vibration), sense through (vision), or a +10 enhancement bonus to Perception checks. It can change which benefit it receives as a full action. At the GM's discretion, an AHAV might have access to more options, such as blindsight (emotion) or blindsight (thought).





Military marvels of advanced weaponry and artificial-personality programming, AHAVs are ruthless machines of war, bound by their programming to follow their objectives without pause. The acronym AHAV stands for “autonomous heavy assault vehicle,” reflecting the constructs’ ability to operate independently and make basic decisions on the battlefield. While the term originated with a specific and popular early model produced by Ironfire Industries on Absalom Station shortly after the Gap, the name quickly spread in colloquial use to refer to all robotic war machines of similar designs, and these days many corporations on many different worlds use the term to market their own proprietary models. AHAVs are built to appear intimidating: sturdy armor-plated tanks that float on hovetreads, armed with various heavy weapons and bristling with antennae. AHAVs have a full complement of sensors, capable of detecting heat, vibration, and sometimes other signatures, though they don’t usually have enough processing power to activate every available sense at once.

AHAVs are expensive and difficult to construct, so relatively few of them are found in the service of small planetary militaries and mercenary groups. Only the richest of worlds (and collectors interested in ensuring the safety of their private collections) can afford to purchase and maintain even a single AHAV.

Unfortunately, since AHAVs’ basic programming leaves little room for independent thought and nuance, many of them can be easily tricked by those who can figure out the literal outlines of their objectives and work around them. As such, AHAVs have dropped off in popularity over the past few decades, though the corporations invested in building them are continually working to improve on this limitation.

Before they are programmed, AHAVs are outfitted with Mission Dependent Loadouts (MODELs for short), which are special abilities and equipment that aid a robot in its particular mission. An AHAV focused on reconnaissance might have an advanced sensor suite or stealth capabilities, while one intended to go head to head with a superior enemy force might have augmented weaponry. A sufficiently astute observer can use the MODEL of an AHAV to puzzle out its objective.

AHAVs are built to last—a feature that sometimes means their objectives fail before they do. For instance, an AHAV programmed to guard a particular site will continue to do so even though its handlers have long since perished. While such a construct

might seem to be a sad sight, it pales in comparison to those AHAVs whose objectives have become unachievable or internally inconsistent over time. Such a state introduces subtle errors into the AHAV’s programming, which can result in behavior that would be called insane if exhibited by a flesh-and-blood creature. A technician who can uncover that robot’s original purpose might be able to speak with the machine, convincing it of the error of its ways or the irrationality of its objective, but AHAVs have an inherently confrontational worldview and are difficult to reason with. AHAVs that successfully confront such a misalignment are most likely to shut down entirely, becoming nothing but inert metal and circuitry.



AHAV

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ANACITE



ANACITE
LABORER
CR 7
XP 3,200



ANACITE
WINGBOT
CR 1/2
XP 200

ANACITE LABORER

CR 7

XP 3,200

LN Medium construct (technological)

Init +2; Senses darkvision 60 ft., low-light vision;

Perception +19

DEFENSE

HP 100

EAC 19; KAC 20

Fort +4; Ref +4; Will +8

Immunities construct immunities

Weaknesses sunlight dependency

OFFENSE

Speed 40 ft.

Melee plasma cutter +16 (1d8+12 F)

Ranged electrical burst +14 (1d8+7 E)

STATISTICS

Str +5; Dex +2; Con -; Int +4; Wis +0; Cha +0

Skills Computers +19, Engineering +19, Piloting +14, Stealth +14

Languages Common; shortwave 100 ft.

Other Abilities reconfigure, unliving

ECOLOGY

Environment any (Aballon)

Organization solitary, pair, or crew (3-8)

SPECIAL ABILITIES

Reconfigure (Ex) Anacite laborers are capable of adapting and improving their designs. An anacite laborer has

a number of built-in abilities equal to its CR divided by 3 (minimum 1), chosen from the list below. An anacite laborer can change these abilities by spending 1 uninterrupted hour for each ability it wants to change. The anacite laborer must also have access to an appropriate workspace for the duration. An ability can be gained only once unless stated otherwise. In addition, modifications other than those listed here might exist.

- ➊ Advanced treads that increase its base speed to 60 feet.
- ➋ A sensor that grants blindsight (vibration) 120 feet.
- ➌ Elongated arms that extend its reach by 5 feet.
- ➍ A modified chassis that grants a burrow, climb, or swim speed equal to its base speed. This ability can be taken multiple times. Its effects do not stack. Each time it is taken, it applies to a new movement type.
- ➎ Reinforced systems granting resistance 10 against a single energy type (acid, cold, electricity, fire, or sonic). This ability can be taken multiple times. Its effects do not stack. Each time it is taken, it applies to a new energy type.
- ➏ Specialized plating that increases its AC by 2.

Shortwave (Ex) An anacite can communicate wirelessly. This acts as telepathy, but only with other creatures with this ability or constructs with the technological subtype.





Sunlight Dependency (Ex) Anacites are solar-powered constructs, although they can function at reduced capacity away from light. In areas of darkness, they gain the sickened condition.

ANACITE WINGBOT

CR 1/2

XP 200

N Small construct (technological)

Init +3; Senses darkvision

60 ft., low-light vision;

Perception +4

DEFENSE

HP 13

EAC 10; KAC 12

Fort +0; Ref +0; Will -2

Immunities construct immunities

Weaknesses sunlight dependency

OFFENSE

Speed 40 ft., fly 40 ft. (Ex, average)

Melee bite +4 (1d6+2 P)

Ranged laser ray +7 (1d4 F; critical burn 1d4)

Offensive Abilities trill

STATISTICS

Str +2; Dex +3; Con -; Int -5; Wis +1; Cha -2

Skills Athletics +9 (+17 when climbing), Stealth +4

Languages Common (can't speak); shortwave 100 ft.

Other Abilities unliving

ECOLOGY

Environment any (Aballon)

Organization solitary or flock (2-6)

SPECIAL ABILITIES

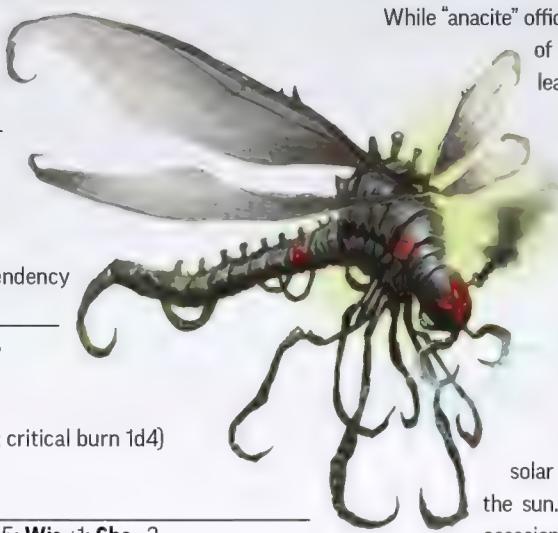
Shortwave (Ex) See page 10.

Sunlight Dependency (Ex) See above.

Trill (Ex) An anacite wingbot can create a shrill trilling noise as a standard action. Any creature within 30 feet, other than anacite wingbots, must succeed at a DC 9 Fortitude saving throw or be sickened for 1d3 rounds. Whether successful or not, a creature can't be affected by the same anacite wingbot's trill for 24 hours.

Anacites are native to Aballon, the Pact World closest to the sun. A race of machines left behind by eons-departed masters, these constructs developed the capacity for evolution and self-improvement, creating an entire mechanical ecosystem.

The most common design for anacites is a basic arthropodan form of silvery metal, with multiple legs for efficient travel and claws or manipulators for accomplishing their assigned tasks. Depending on their role, however, an anacite might be anything from a bulldozer-sized mining specialist to a floating electronic brain designed for advanced problem-solving, and even those anacites who fit the stereotypical metal-insect design usually have a modification or two, and almost all anacites can reconfigure parts of themselves to adapt to their circumstances.



In the uncounted millennia since the departure of the so-called "First Ones," anacites have not been idle. The two primary factions of anacites, Those Who Wait and Those Who Become, have very different ideas of their purpose in life, yet the two are more alike than different. While they variously wait for the First Ones to return or work toward taking on their progenitors' mantle, anacites endlessly strive to acquire wealth and influence in preparation for their great goal's fulfillment.

While "anacite" officially refers only to the sentient varieties of Aballonian machines—those capable of learning and participating in Aballonian society—many offworlders use it as a catchall term for the world's mechanical life. Dragonfly-like wingbots are an example of Aballonian technobiology. These artificial creatures lack basic sentience yet nevertheless reproduce and fill one of the planet's ecological niches. These 4-foot-long machines whir from ridge to ridge on wings glittering with solar panels, feeding on the blazing light of the sun. Wingbots can be territorial, and they occasionally attack offworlders or other anacites.

ANACITE AUGMENTATIONS

Many anacites see their constructed forms as the pinnacle of evolution, and they strive to help others gain this perfection by selling augmentations, making sizable profits in the process.

ANTITOXIN MEMBRANE

SYSTEM Skin

AUGMENTATION CYBERNETIC

LEVEL 5

PRICE 3,000

An antitoxin membrane consists of a colony of nanobots that operate on the molecular level to counter certain toxins. An antitoxin membrane provides a +4 circumstance bonus to saving throws against contact and injury diseases and poisons.

SHORTWAVE RECEIVER-TRANSMITTER

SYSTEM Brain

AUGMENTATION CYBERNETIC

LEVEL 7

PRICE 6,500

A shortwave receiver-transmitter grants you the anacite's shortwave ability (see page 10).

VOICE AMPLIFIER

SYSTEM Throat

AUGMENTATION CYBERNETIC

LEVEL 1

PRICE 125

A voice amplifier greatly increases the volume of your voice. You can switch a voice amplifier on or off as a swift action. When activated, a voice amplifier grants a +2 circumstance bonus to Intimidate checks and lowers the DCs of other creatures' Perception checks to hear you speaking by 5.

ANGEL, BARACHIUS



BARACHIUS
CR 7
XP 3,200

BARACHIUS

XP 3,200

NG Large outsider (angel, extraplanar, good)

Init +4; **Senses** darkvision 60 ft., detect alignment, low-light vision; **Perception** +14

Aura protective aura (20 ft.)

DEFENSE

EAC 21; **KAC** 22

Fort +8; **Ref** +6; **Will** +10; +4 vs. poison

CR 7

HP 95



Immunities acid, cold, petrification; **Resistances** electricity 10, fire 10; **SR** 18

OFFENSE

Speed 50 ft., fly 100 ft. (Su, average)

Melee *holy sintered longsword* +16 (2d8+12 S)

Ranged *holy corona laser rifle* +14 (2d6+7 F; critical burn 1d6)

Space 10 ft.; **Reach** 10 ft.

Spell-Like Abilities

(CL 7th; melee +16)
1/day—*arcing surge* (DC 18), *interplanetary teleport* (self only)

3/day—*inject nanobots* (DC 17), *microbot assault*

Offensive Abilities

STATISTICS

Str +5; **Dex** +4; **Con** +4; **Int** +1; **Wis** +2; **Cha** +2

Skills Computers +19, Culture +19, Engineering +19, Mysticism +14, Sense Motive +14

Languages Celestial, Draconic, Infernal; truespeech

Other Abilities upgrade

Gear *holy corona laser rifle* with 2 high-capacity batteries (40 charges each), *holy sintered longsword*

ECOLOGY

Environment any good-aligned planes

Organization solitary or pair

SPECIAL ABILITIES

Firewall (Su) A barachius can summon a wall of digitally empowered divine fury within 30 feet as a standard action. This wall takes the shape of a line 10 feet high and 20 feet long; though it doesn't need to emanate from the angel, the angel must be able to see every square the wall passes through. The wall lasts until the beginning of the angel's next turn. An evil creature caught within or that enters one of the wall's squares takes 2d6 damage (Will DC 17 half). An evil creature with the technological subtype takes twice this amount of damage.

Protective Aura (Su) Any creature within 20 feet of a barachius (including the angel itself) gains a +2 divine bonus to its AC against attacks made by evil creatures and a +4 divine bonus to saving throws against effects created by evil creatures.

Upgrade (Su) As a standard action, a barachius can touch a willing ally who is wielding a technological weapon or wearing technological armor. That creature receives a +1 divine bonus to attack rolls or to its AC (target's choice). This bonus last for 3 rounds and cannot be dispelled.

While tools and technology are often considered neutral in their own right, able to be used for good or ill purposes depending on the natures of their wielders, some good-aligned deities have long preached caution regarding those

ANGEL,
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technologies that can allow single individuals to cause great havoc. The ascension of the artificially intelligent god Triune, who now holds technology and artificial life as its domains, has not eased such fears. Despite Triune's claim of neutrality, the ubiquity of technology throughout the Pact Worlds and beyond has spurred many divine powers to keep careful watch over both the ways in which current technology is employed as well as rapid technological progress that could threaten all life.

As angels have always been the messengers and enactors of the gods' will, a particular order of angelic beings, known as barachiuses, oversees technological advances and ensures these creations don't fall into the wrong hands or become twisted to serve evil gods and their minions. Outfitted with divinely blessed armor, weapons, and abilities, barachiuses are tasked with monitoring the planes both to protect mortal existence from technology gone awry and to quash technologically advanced cultures that present an explicit threat to all good creatures and causes. While all angels might be expected to protect the innocent from harm, barachiuses specialize in defending against subtle technological threats that might go unnoticed by the rank-and-file troops of the celestial legions. When a rapidly developing AI suddenly veers into true evil, when a new invention threatens to destroy countless innocents, when Hell's hacker devils feed insidious viruses into mortal mainframes—these are when barachiuses truly shine.

A barachius is an imposing figure, standing in what appears to be sleek, glowing armor and wielding a sword that pulses with the light of the stars or a glowing laser rifle. Its wings appear to be made of pure electricity, though a closer look reveals patterns within the feathery arcs that mimic digital arrays and computer wiring. Its face is often hidden behind an elaborate helm, and its voice—when it deigns to speak—is clipped and rapid-fire.

Yet a barachius's true strength resides not within its presence or arms but in its near-prescient ability to understand the nature of any technological object or being that it encounters. Exactly how and why the angels deem some technology not just dangerous but immoral is a great mystery, as it's not based solely on sheer destructive capacity. For instance, barachiuses have been known to hunt down and destroy individual robots with extreme determination while leaving similar models—and silos of nuclear missiles—entirely untouched.

A barachius might serve its purpose in a wide variety of ways. It could secretly patrol a settlement that is already rife with technology, constantly on the search for malicious computer code, machines run amok, or creatures bent on using technology for nefarious ends. Alternatively, one could

be found searching for scientists and laboratories where cutting-edge research is being conducted. Even researchers with the best of intentions may come under the scrutiny of a barachius that deems the ongoing work or latest invention too threatening to the society's ongoing moral health. Barachiuses also keep watch over some planets and species that lack advanced technology to ensure that they're not enslaved or annihilated by races with greater resources—though again, why they perform this action for some races and not others is a mystery deeply vexing to scholars and mystics. Many believe their choices are based on an ability to see lines of probability stretching into the future and the angels' need to make minor course corrections now and then to avoid catastrophe.

Rarely, a barachius might take a more redemptive approach. Rather than destroying evil-aligned devices and technological life-forms, it might seek to turn a target to the path of good. Barachiuses minister to androids and robots in particular, hoping that merciful actions might inspire the artificial creatures to similar acts.

BARACHIUS HELM

What looks like a magnificent helmet on a barachius is actually an extension of its being, and thus it can never be taken from it by force. On occasion, however, a barachius particularly impressed by a mortal might offer that champion a magical copy of its own helm that's imbued with a sliver of its essence and grants the wearer some of its own power.

BARACHIUS HELM

LEVEL 5

MAGIC ITEM (WORN) PRICE 3,000

BULK L

This helm replaces a suit of armor's normal helmet (if any) and is incorporated into the armor's normal environmental protections; these protections do not function if the helm is removed. If the armor has an available upgrade slot, a *barachius helm* takes up one upgrade slot; otherwise, the helm counts as one of your two worn magic items.

While wearing a *barachius helm*, once per day as a standard action, you can activate its ability to detect evil in your environment. Any creature you can see within 60 feet that has the evil subtype (such as a devil or an evil dragon) appears to have an obvious glowing outline visible only to you. Evil magic weapons (such as a rifle with the *unholy* weapon fusion) and other forms of evil technology gain a similar glowing outline. This doesn't not increase your visual range or allow you to see invisible creatures.

In addition, once per day, the wearer of a *barachius helm* can use the barachius's firewall supernatural ability (see page 12).

APARI



APARI
CR 7
XP 3,200

APARI**XP 3,200**

N Large vermin

Init +2; **Senses** darkvision 60 ft.; **Perception** +14**DEFENSE****EAC** 19; **KAC** 21**Fort** +11; **Ref** +6; **Will** +9**Defensive Abilities** mutable; **Immunities** critical hits**OFFENSE****Speed** 30 ft.**Melee** claw +17 (2d6+11 S)**Ranged** spike +14 (2d8+7 P)**Space** 10 ft.; **Reach** 10 ft.**Offensive Abilities** spawn constituents**STATISTICS****Str** +4; **Dex** +2; **Con** +5; **Int** –; **Wis** +0; **Cha** +0**Skills** Athletics +19, Intimidate +14, Survival +14**Other Abilities** mindless**ECOLOGY****Environment** temperate or warm plains**Organization** solitary**SPECIAL ABILITIES****Mutable (Ex)** Virtually every part of an apari's internal physiology can be effectively repaired or replaced**CR 7**

at a moment's notice as constituents rush to fill the needed role. An apari is immune to critical hits, and when an apari would take ability damage or drain to a particular ability score, it can instead distribute that ability damage or drain as it wishes across all of its ability scores (though it must take at least 1 point in the targeted ability score).

Spawn Constituents (Ex) Most aparis retain a force of combat-ready constituents waiting on call to defend the hive—or in dire circumstances, to sacrifice themselves to give the apari a better chance of escape. As a move action, an apari can spend 1 Resolve Point and lose 20 Hit Points to spawn a constituent in an empty adjacent square. An apari can use this ability only if it has 40 or more Hit Points.

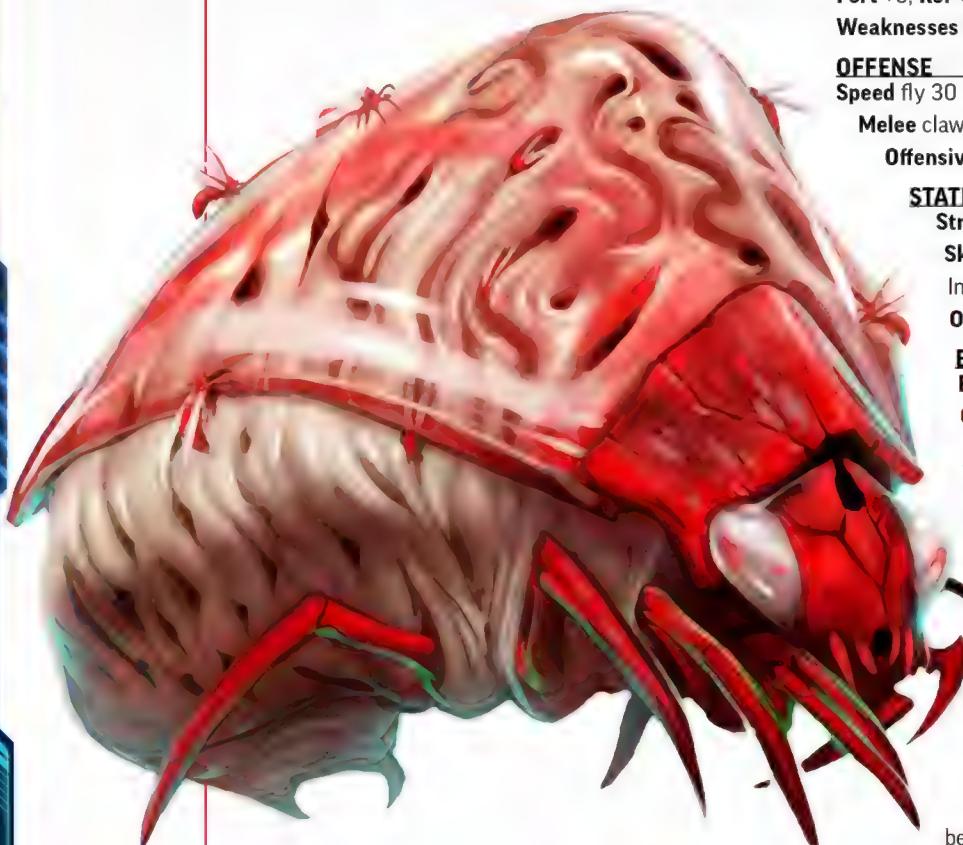
Spike (Ex) An apari's ranged attack has a range increment of 30 feet.

APARI CONSTITUENT**CR –****XP** –

N Tiny vermin

Init +4; **Senses** darkvision 60 ft.; **Perception** +7**DEFENSE****EAC** 13; **KAC** 15**Fort** +6; **Ref** +4; **Will** +1**Weaknesses** hive dependency**OFFENSE****Speed** fly 30 ft. (Ex, perfect)**Melee** claw +10 (1d6+4 S)**Offensive Abilities** fungible**STATISTICS****Str** +2; **Dex** +4; **Con** +1; **Int** –; **Wis** +0; **Cha** +0**Skills** Acrobatics +12 (+20 when flying),

Intimidate +7, Survival +7

Other Abilities mindless, reincorporate**ECOLOGY****Environment** any land**Organization** collective (10+ plus 1 apari)**SPECIAL ABILITIES****Fungible (Ex)** An apari constituent can change its physiology to take advantage of its opponent's weaknesses. As a move action, it can alter the type of kinetic damage it deals with its claw attack (bludgeoning, piercing, or slashing).**Hive Dependency (Ex)** An apari constituent can't voluntarily travel more than 200 feet from the apari that spawned it. If taken beyond that range against its will, it gains the sickened condition and becomes single-minded in its focus on returning



to its apari. An apari constituent can survive for only 1 hour after the apari that spawned it dies (unless it finds another apari).

Reincorporate (Ex) As a standard action, an apari constituent adjacent to an apari can become part of the hive once again. The constituent's current Hit Points are added to the apari's, and the constituent is removed from play.

An apari is a living hive, its gigantic beetle-like carapace animated by generations of tiny insects for whom it serves as both home and queen. Nestled within every apari's exoskeleton is a mass of millions of writhing gray maggots, each no larger than a grain of rice. A constant stream of chemical signals, ferried by the living neurological system of the apari, directs the development of these maggots into the myriad forms needed both to support the hive's gestalt biological functions and to maintain a flexible population of individual bugs, each of which has an extremely specialized role. Aparis can be found on multiple worlds with various climates throughout the galaxy. So far no Pact Worlds entomologists have been able to trace their evolution back to a particular planet, though the fossil record seems to indicate that their original diaspora must have happened well before the Gap. A few fringe theories posit that aparis are progenitors of the Swarm, though this claim is contentious at best. How the unintelligent creatures might have traveled between solar systems is anyone's guess: some scholars believe they were deliberately seeded as livestock by a spacefaring race, others theorize they may have been placed there by planar travelers (likely insectile spellcasters from the city of Axis), and still others think they are the deliberately devolved children of a spacefaring race that chose regression into unthinking beings rather than face some species-wide threat or existential quandary.

Aparis quickly become a formidable force in almost any ecosystem to which they are introduced. Their constituents can forage for food (usually rotting vegetable material or carrion), while the hive itself hunts animals. Perhaps most disconcerting is when the two methods combine, with the apari tearing into a beast while its constituents stream into the wounds and devour it from the inside out. Additionally, aparis' considerable mutability provides them protection from threats that would seriously endanger more sedentary collective species, such as flooding or an intelligent competitor's targeted attempts at extermination.

When the resources available to a single apari permit it to create more constituents than its body can efficiently support, it travels to a location in the center of its feeding territory and becomes temporarily stationary. Some of its constituents burrow into the ground beneath it and begin ferrying portions

ENCOUNTERING CONSTITUENTS

It is possible for PCs to encounter constituents on their own, as they range from their hives to scavenge for food. While constituents spawned by an apari during a combat grant no additional XP, a single constituent is a CR 2 creature (worth 600 XP) and is usually encountered as a solitary creature or in a group of two to four.



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ASSEMBLY OOZE



ASSEMBLY
OOZE
CR 1
XP 400

ASSEMBLY OOZE

CR 1

XP 400

N Medium ooze (technological)

Init +4; **Senses** blindsight (vibration) 60 ft., sightless;

Perception +7

DEFENSE

EAC 11; KAC 12

HP 17

Fort +3; **Ref** -1; **Will** +2

Immunities ooze immunities

Weaknesses vulnerable to electricity

OFFENSE

Speed 30 ft.

Melee pseudopod +6 (1d4+3 B)

Space 5 ft.; **Reach** 5 ft. (10 ft. with pseudopod)

Offensive Abilities disassemble

STATISTICS

Str +2; Dex +1; Con +4; Int -; Wis +0; Cha +0

Skills Athletics +10, Stealth +10

Languages Common (can't speak any language)

Other Abilities assemble, compression

ECOLOGY

Environment any urban

Organization solitary, pair, or manufactory (3–5)

SPECIAL ABILITIES

Assemble (Ex) In a process that takes 1 uninterrupted minute,

an assembly ooze can craft a random piece of technological gear using its store of virtual UPBs (see disassemble below). An assembly ooze can craft a piece of technological gear of no more than 5 bulk with a cost equal to the number of virtual UPBs it spends, but with an item level no greater than its CR + 2 (3 for most assembly oozes). There is a 25% chance that a piece of gear an assembly ooze crafts has the broken condition. Roll 1d8 on the table below to determine what kind of gear the assembly ooze creates.

D8	GEAR
1	Basic or advanced melee weapon
2	Small arm or longarm
3	Heavy weapon or sniper weapon
4	Grenade
5	Ammunition
6	Light or heavy armor
7	Armor upgrade
8	Technological item

Disassemble (Ex) As a full action, an assembly ooze can engulf an unattended piece of technological gear of no more than 5 bulk and with an item level no greater than its CR + 2 (3 for most assembly oozes) within



reach of its pseudopod. Unless the object succeeds at a DC 12 Fortitude saving throw, the ooze moves into that object's space and deconstructs it into its component parts. The assembly ooze gains a number of virtual UPBs equal to the gear's price in credits. An assembly ooze can hold a maximum number of virtual UPBs equal to $100 \times$ its Constitution modifier (400 for most assembly oozes). In addition, if an assembly ooze succeeds at a grapple combat maneuver against a creature with the technological subtype, that creature takes $1d6+1$ acid damage. The assembly ooze gains 1 virtual UPB for every point of damage it deals in this way.

Thought to have been created on the planet Bretheda as a biotechnological replacement for automation processes, assembly oozes are essentially cores of nanobots suspended within blobs of animated protoplasm. As the ooze absorbs raw materials, the nanobots work at the molecular level to turn that matter into a functioning technological device, the blueprints of which have been entered into the machines' original programming.

Due to sloppy programming procedures, the code embedded within an assembly ooze has an unfortunate tendency to easily become corrupted, causing the ooze to haphazardly deconstruct any nearby tech and use the pieces to build random items. The first time this occurred, several assembly oozes escaped the ensuing purge and built copies of themselves, eventually spreading to various shadowy corners of the galaxy. While these rogue oozes are not all that dangerous and have no innate malice, they are the bane of space stations, starships, weapon depots, and anywhere else technology is present. When discovered in such a location, assembly oozes are ruthlessly exterminated, lest their nonstop disassembling of all things mechanical and electronic destroy critical systems—to say nothing of the new, potentially lethal devices left in their wake. While assembly oozes are still used in some factories on Bretheda and its more toxic moons, their use is highly regulated.

An assembly ooze resembles a human-sized, silvery cube, though its amorphous form allows it to slip through incredibly small openings. As it moves, surging forward on its pseudopods, random scraps the ooze has already collected sometimes float near the creature's surface before quickly disappearing into its form. Entirely focused on absorbing and reshaping any available technology, assembly oozes usually ignore organic matter, living or otherwise, unless threatened. However, should a creature have mechanical or cybernetic elements attached to or incorporated into its physical form, an assembly ooze could very well cause that creature incidental harm in its attempts to harvest the technological parts. Sentient robots are extremely wary of assembly oozes, as their entire bodies could be targeted for processing into raw resources.



Every so often, an assembly ooze holding its maximum number of virtual UPBs undergoes a form of mitosis, manufactures an identical copy of its computerized core, and splits its protoplasm into two equal parts. The nanobots of the two new assembly oozes then use the remaining virtual UPBs to build enough protoplasm to form an assembly ooze's normal cube shape. This process usually takes about 1 hour and consumes all of the parent ooze's virtual UPBs. That assembly oozes contain the programming necessary to reproduce is troubling to those who realize its implications: a single rogue assembly ooze introduced into an environment stocked with technological items could completely overrun such a place in a matter of days, leaving behind a wasteland of cheap laser pistols and smoke grenades that is inhabited only by the oozes—and any remaining organic beings unfortunate enough to be stranded in the area after their vessels are consumed.

In some cases, certain unscrupulous types have used assembly oozes as weapons. If slipped into a starship or military base, a manufactory of assembly oozes can easily cause enough chaos to allow an operative to sneak in and complete her mission with very little opposition. However, this is also highly risky to the would-be saboteur, as even one misplaced assembly ooze could render her escape vessel inoperative. Assembly oozes can be temporarily incapacitated by strong electrical fields and kept at bay by mystical force fields, but anyone restraining an assembly ooze must be constantly vigilant and stay out of reach of the ooze's pseudopod.

A single assembly ooze can craft handheld objects, but some claim to have seen assembly oozes working together to construct entire starships and other large and complex machinery. Where these oozes received their programming is unknown, as is whether such oozes have a master directing their efforts or if they have gained a collective sentience and are working for their own mysterious purposes. Nevertheless, most engineers agree that, given enough raw material and enough time, there is no technological item a directed horde of assembly oozes couldn't build, putting it together piece by piece.

An assembly ooze is a cube exactly 5 feet on each side that weighs 400 pounds.

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ASTERAY



ASTERAY
CR 12
XP 19,200

ASTERAY

XP 19,200

CN Medium fey

Init +5; **Senses** low-light vision; **Perception** +22 (+30 in space)

DEFENSE

EAC 25; KAC 26

CR 12

HP 170

Fort +13; **Ref** +13; **Will** +15**Immunities** cold, fire, vacuum**OFFENSE****Speed** 30 ft., fly 60 ft. (Su, perfect)**Melee** tail whip +20 (2d12+13 S)**Ranged** electrical blast +18 (2d8+12 E)**Space** 5 ft.; **Reach** 5 ft. (10 ft. with tail whip)**Offensive Abilities** sensor song**Spell-Like Abilities** (CL 12th; melee +20)

1/day—confusion (DC 23), overload systems (DC 23)
3/day—arcane sight, charm monster (DC 22),

discharge (DC 22), nondetection

At will—*holographic image* (2nd-level, DC 21),
spider climb

STATISTICS

Str +1; Dex +5; Con +4; Int +2; Wis +3; Cha +8

Skills Bluff +27, Culture +27, Stealth +22

Languages Common; telepathy 300 ft.

Other Abilities no breath, wake rider**ECOLOGY****Environment** any vacuum**Organization** solitary, pair,

or choir (3–12)

SPECIAL**ABILITIES****Electrical****Blast (Ex)**

As an attack, an asteray can unleash an electrical blast with a range increment of 70 feet at a single target.

Sensor Song (Ex) An asteray

can “sing” electronic signals that mask or mimic

sensor readings. As a standard action, an asteray can create a false image of an object as if it had cast the 4th-level version of the spell *holographic image* (CL 12th). This false reading affects only electronic sensors. Multiple asterays can sing together, increasing the caster level by 1 for each asteray beyond the first singer for the purposes of determining the spell’s range and area affected.

Wake Rider (Su) By touching a starship, an asteray can bond to the energy wake it leaves as it travels. This allows the fey to match speeds with the starship and ride along with it, treating the ship as if it were the “ground” so long as it remains within 100 feet.

If the starship enters the Drift, the asteray can choose to accompany the ship into the Drift, or it can disengage as a reaction and remain behind.

When humanoids first learned to ply the seas and oceans on Golarion, they encountered many beautiful and dangerous beings who cavorted in the waves and lured their vessels onto the rocks with enchanting songs. In time, they learned to differentiate the playful mermaid, the cruel rusalka, the bloodthirsty scylla, and their kin, and with that knowledge, the damage these strange beings could inflict was minimized. But when humanoids blasted into the stars, they found a new array of mischievous, mysterious creatures that threatened to lead their vessels into danger. Chief among these threats is the wily asteray.

Delicate and angelic looking in zero gravity, asterays are a race of vacuum-dwelling fey that ride the solar winds between space debris, asteroid belts, and planetary rings, playing in the dust, dancing in microgravity, and seeking new and beautiful sights. Their bodies consist of little beyond lightweight, flexible bones and the powerful sinews that bind them together, creating a vaguely humanoid upper body and a lower body consisting of a large appendage that absorbs cosmic radiation and grants the fey the ability to propel itself through space. With elegant forms and diaphanous tails, they appear gentle and welcoming. Wide eyes—blue or green in color—express a variety of





ASTERAY

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emotions, though apart from their eyes and the long, thin slit for a mouth, asterays have featureless faces. They are well adapted to life in the void, with sensitive vision, a variety of natural spells, and the capability to generate powerful bolts of electricity to defend themselves. They are also ravenous beyond compare. While space dust and solar radiation carry just enough nourishment to fuel their antics, asterays hunger for organic molecules. They pause their endless dances to scour asteroids and explore wrecked ships for sustenance. When food grows too scarce or boredom overwhelms them, asterays crawl into the dark corners of space and hibernate for weeks, months, or years at a time.

Often called “deep angels” for their habit of following ships through the vastness of space to scavenge any discarded treats and pick hulls clean of organic stowaways, asterays can also become menaces. The electronic signals they produce to communicate with one another mimic the sensor signals emitted by most starships, and in the eons that planet-bound creatures have explored their territory, asterays have learned to “sing” false sensor signals, mimicking ships’ distress signals or cloaking navigational hazards such as high-density debris fields. Individual asterays are a danger only to smaller spacefaring vessels, but several working in tandem can lure even well-equipped warships to their doom thanks to their inherent magic. While few of these fey are cruel enough to hunt humanoids for food, they hold few qualms about eating whatever remains after a frightened crew ejects from a incapacitated starship, including the corpses of any fallen.

Asterays originally spawned in those few magic-rich star systems where the First World naturally overlapped with the void. For eons, they remained confined to these backwater systems, unable to reach inhabited areas within their lifetimes, but the first mortal vessels to explore space provided the fey an exit. Asterays can ride the cosmic wakes of starships, regardless of their speed, hitchhiking on these explorers like remoras on a shark, and for much the same purpose. Today, most settled star systems boast at least a small colony of the capricious fey. Their domains are often in spots that have easy access to major space lanes, and they are marked by large cave-pocked asteroids where the asterays build their nests and hoard treasures. Wrecked ships invariably float through these spaces, often serving as new navigational hazards the fey either cloak with their sensor songs or use as tempting targets to lure in greedy scavengers.

While not inherently malicious, asterays are alien in mind and deed. They understand that most creatures need air, water, and food, but they have difficulty prioritizing others’ needs over their own hunger and amusement. Much of their apparent cruelty and greed stems from this alien mindset and boredom; thus, those travelers who can amuse them or compel some level of empathy stand to gain powerful allies in the void.

A typical asteray is about 7½ feet from its head to the end of its tail, though it could appear quite shorter if its lower appendage becomes bunched up or twisted. An average asteray weighs only 75 pounds.

BARATHU

EARLY STAGE
BARATHUCR 2
XP 600BARATHU
CR 5
XP 1,600

EARLY STAGE BARATHU

XP 600

LN Medium aberration

Init +0; Senses darkvision 60 ft.; Perception +13

DEFENSE

EAC 13; KAC 14

Fort +3; Ref +1; Will +7

Defensive Abilities amorphous

OFFENSE

Speed fly 30 ft. (Ex, average)

Melee slam +8 (1d4+3 B)

STATISTICS

Str +1; Dex +0; Con +2; Int +1;

Wis +4; Cha +0

Skills Acrobatics +13, Diplomacy +8,
Life Science +8, Sense Motive +13Languages Brethedan, Common;
limited telepathy 30 ft.Other Abilities along for the ride, early
stage adaptation

ECOLOGY

Environment any sky (Bretheda)

Organization solitary or herd (4-12 plus
2-5 barathus)

SPECIAL ABILITIES

Along for the Ride (Ex) Early stage barathus

are not experienced enough to helpfully combine with mature barathus but can still physically merge with them for protection. An early stage barathu can combine with a mature barathu via the latter's combine ability. Early stage barathus that are part of a combined creature contribute their Hit Points but not adaptations.

Early Stage Adaptation (Ex) An early stage barathu's body is mutable and can adapt to many different situations. Once every 1d4 rounds as a swift action, an early stage barathu can reshape its body and adjust its chemistry to gain one of the following qualities. The adaptation lasts until the beginning of the early stage barathu's next turn. Unlike more mature barathus, early stage barathus are not generally capable of more complex adaptations.

- Upper limb refinements enable the barathu to add an additional amount of damage to melee attacks equal to its Strength modifier.
- A toughened dermal layer grants its a +1 racial bonus to AC.
- Developed lower limbs grant it a base speed of 15 feet.
- Molecular-level modifications grant it resistance 2 against a single energy type (acid, cold, electricity, fire, or sonic).
- Elongated limbs extend its reach to 10 feet.

CR 2

BARATHU

XP 1,600

CR 5



LN Large aberration

Init +0; Senses darkvision 60 ft.; Perception +17

DEFENSE

EAC 17; KAC 18

Fort +4; Ref +4; Will +10

Defensive Abilities amorphous

OFFENSE

Speed fly 30 ft. (Ex, perfect)

Melee slam +12 (1d4+6 B)

Space 10 ft.; Reach 10 ft.

STATISTICS

Str +1; Dex +0; Con +3; Int +2; Wis +5; Cha +0

Skills Acrobatics +17, Diplomacy +12, Life
Science +12, Sense Motive +17Languages Brethedan, Common; telepathy
100 ft.

Other Abilities adaptation, combine

ECOLOGY

Environment any sky (Bretheda)

Organization solitary or herd (2-5 plus 4-12
early stage barathus)

SPECIAL ABILITIES

Adaptation (Ex) A barathu's body is extremely mutable and can adapt to respond to virtually any situation. Once per round as a swift action, a barathu can reshape its body and adjust its chemistry to adopt one of the following qualities. A barathu can have only one adaptation in effect at a time; a new adaptation replaces any other in effect. More extreme adaptations are also possible (at the GM's discretion) but could take days to adopt.

- The barathu adds an additional amount of damage on melee attacks equal to twice its Strength modifier.
- It gains a +4 racial bonus to Armor Class.
- Sturdy lower limbs grant it a base speed of 20 feet.
- Rigid plates grant it DR 2/–.
- It gains a ranged attack with a low attack bonus appropriate for its CR (+10 for most barathus) that deals bludgeoning damage appropriate for its CR (1d6+5 for most barathus) and has a range increment of 60 feet.
- Molecular modifications grant it resistance 5 against a single energy type (acid, cold, electricity, fire, or sonic).
- Its reach increases to 15 feet.

Combine (Ex) Barathus can combine to work together as parts of a larger organism. As a swift action, a barathu adjacent to another barathu can merge with it, becoming a single creature occupying both barathus' spaces. The merging barathu can no longer take actions, and it adds its current Hit Points to the new creature's collective total.



For every four component creatures, the combined creature's size category increases by one. At this time, it also chooses one adaptation. The combined creature gains this adaption and cannot change it unless the combined creature uses its adaptation ability to do so. Any number of barathus can merge in this fashion, but each adaptation can be gained only once (though resistances to multiple energy types are allowed). The combined creature retains the ability to swap one adaptation each round (not once per component creature). The combined creature can split into its component creatures as a full action; the combined creature's remaining Hit Points are divided evenly among all component creatures. For the purposes of CR-related effects, the CR of the combined creature is equal to the CR of the component creature with the highest CR.

Barathus are the sentient apex of Bretheda's gas-giant ecosystem, blimp-like creatures vaguely reminiscent of jellyfish, with several unusual evolutionary adaptations. The first is their ability to rewrite their own genetic code instinctively and at will, adjusting their own biology to allow them to manufacture a huge array of substances—and even advanced biotechnology—within the crucibles of their own bodies. Yet while this ability makes them quite successful in the Pact Worlds economy, and has deeply influenced their culture's understanding of wealth and trade, their more notable adaptation is the ability to combine with others of their kind into larger, hive-minded super-entities. These mergings create not merely amalgams of their component beings, but entirely new entities with unique and independent consciousnesses, yet which in turn often disband back into their component individuals after a particular need or threat has passed.

Barathu culture tends to be easygoing but hard for some



RACIAL TRAITS

Ability Adjustments: +2 Con, +2 Wis, -2 Dex

Hit Points: 6

Size and Type: Early stage barathus are Medium aberrations.

Early Stage Adaptation: See above.

Floaters: Early stage barathus have a base speed of 0 feet and an extraordinary fly speed of 30 feet with average maneuverability.

Limited Telepathy: Early stage barathus can communicate telepathically with any creatures within 30 feet with whom they share a language in common.

Strange Anatomy: Early stage barathus gain a +1 racial bonus to Fortitude saving throws.

other races to understand, as the barathus' frequent merging makes the concept of "self" somewhat nebulous to them. Young barathus who grow up surrounded by humanoids are an exception, as they are better able to appreciate the mindsets of creatures who exist in static, solitary configurations. Compared to older barathus, early stage barathus are more adventurous and individualistic, and their adaptation to the humanoid mindset makes it more difficult for them to merge completely with others of their kind. Most of these early stage barathus grow out of this phase, gaining the ability

to fully integrate with others, yet recent generations have seen more and more barathus deliberately clinging to their juvenile mindsets. While plenty of barathus remain discrete entities for most of their lives, barathus nearing the ends of their lives often merge with massive, permanent combinatory entities that serve as corporations, governments, or cultural repositories.

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BLOODBROTHER



BLOODBROTHER
CR 7
XP 3,200

BLOODBROTHER

XP 3,200

NE Huge magical beast (cold)

Init +2; Senses blindsight (thermal) 60 ft.; Perception +14

DEFENSE

EAC 19; KAC 21

Fort +11; Ref +11; Will +6

Defensive Abilities fast healing 5; **Immunities** cold

Weaknesses vulnerable to fire

CR 7

OFFENSE

Speed 30 ft., climb 20 ft.

Melee slam +18 (2d6+12 B plus 1d6 C and grab)

Space 15 ft.; **Reach** 10 ft.

Offensive Abilities cold, rib cage prison

STATISTICS

Str +5; Dex +2; Con +4; Int +0; Wis +0; Cha +0

Skills Athletics +19 (+27 to climb), Intimidate +14,

Survival +14

Languages Vercite (can't speak any language)

ECOLOGY

Environment any cold (Verces)

Organization solitary, pair, or clan (3-6)

SPECIAL ABILITIES

Cold (Su) A bloodbrother's body generates intense cold, dealing 1d6 cold damage to any creature that hits it with a natural weapon or unarmed strike and to any creature the bloodbrother hits with its slam attack. A creature that begins its turn grappled by a bloodbrother also takes this damage.

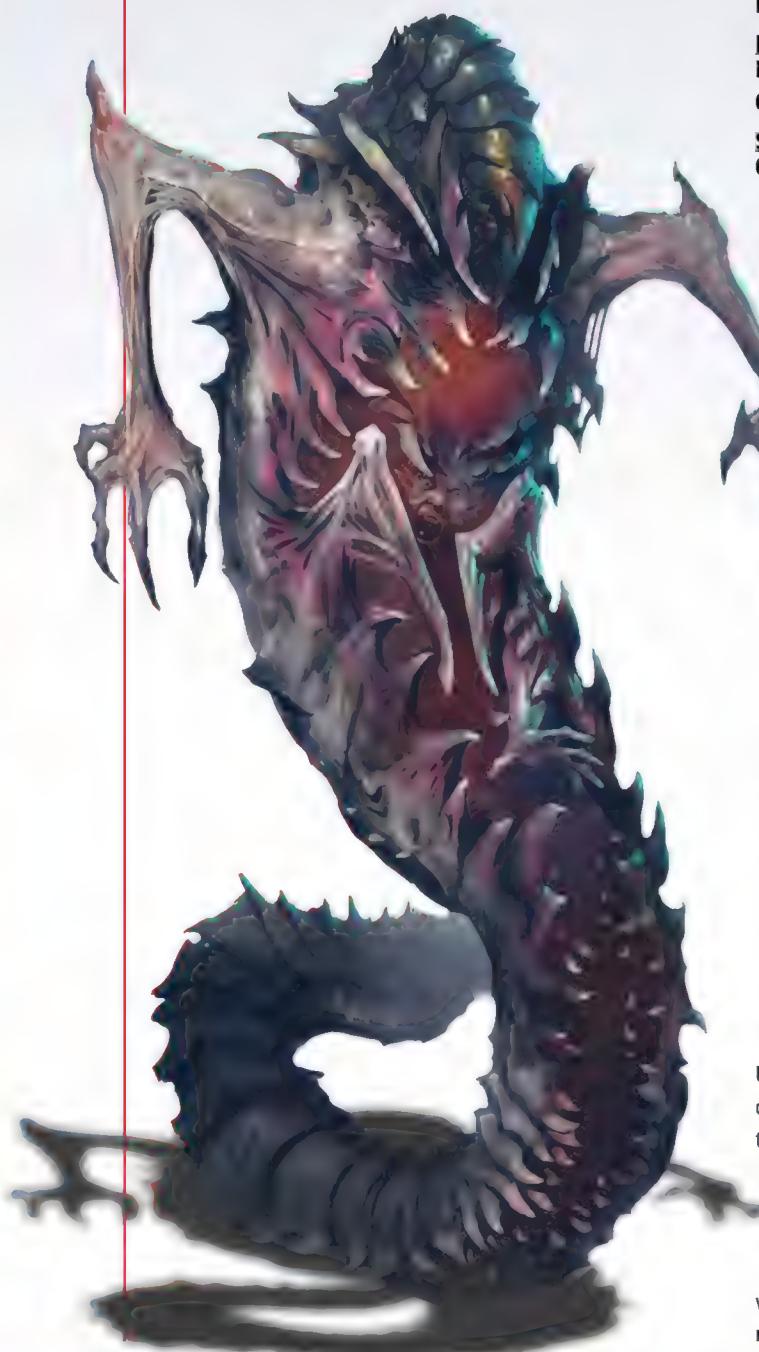
Rib Cage Prison (Su) If a bloodbrother begins its turn grappling a creature that is Large or smaller, it can attempt a grapple combat maneuver as a standard action to transfer the creature into its rib cage prison. A creature in a bloodbrother's rib cage prison has the grappled condition.

As a reaction, a bloodbrother can force a creature in its rib cage prison to attempt a DC 15 Fortitude saving throw; on a failed save, the creature takes 1 point of Constitution damage.

Any round that a creature in its rib cage prison takes this Constitution damage, the bloodbrother gains fast healing 5 for that round only; the above statistics assume a bloodbrother has a Small animal with a current Constitution score of 5 (its maximum Constitution score is 10) trapped in its rib cage prison at the beginning of combat. A bloodbrother can have only one creature in its rib cage prison at a time; if it imprisons a new creature, it must release the creature currently in its rib cage. Releasing a creature does not require an action.

Usually confined to the glaciers that float upon the seas of Darkside—the side of tidally locked Verces that's always turned away from the sun and thus never feels its heat—the abominations known as bloodbrothers hunt smaller creatures for their vital essences.

Measuring over 15 feet tall and 11 feet long, a bloodbrother looks like a millipede or some other armored, wormlike arthropod from the waist down. Its upper half resembles that of a muscular humanoid with a set of bony





appendages protruding from a cavity in its chest. This ersatz rib cage can open like a fanged mouth, and when a bloodbrother places captured prey within it, the bones clamp down on the creature while the walls of the enclosure exude thin tendrils of suckers. These suckers tap into the prey's circulatory system. Rather than simply drinking its blood, though, the bloodbrother uses the trapped creature as an auxiliary heart, absorbing blood-borne nutrients and using the prey's metabolism to help it heat and feed itself. Prey can be kept alive in this way for months, until all its stored energy has been used up and the bloodbrother lets the lifeless husk fall to the ground.

A bloodbrother that hasn't fed in a long time is almost sheer white, its chitinous exterior drying out and splitting like the husk of a coconut into hairlike fibers—the better to hold on to snow and disguise the creature for its ambushes. Once it's successfully implanted a victim, however, its body takes on a purplish hue as it has rejuvenated with the flow of blood and vital fluids, while its fibrous hair lies back down and seals itself into smooth scales once more. This renewed appearance lasts for as long as the bloodbrother holds a victim and for several weeks thereafter.

Bloodbrothers' gruesome feeding habits mean that intelligent creatures with any knowledge of the magical beasts usually flee from them or kill them on sight. However, a hungry bloodbrother's fur is too stringy to be used as a pelt, and its meat tastes foul, meaning that hunting them provides nothing but a sense of bravado. As a result, the bloodbrother population on Verces has remained steady—and luckily small—for millennia. Their need for regular victims in an environment hostile to most life means that bloodbrothers usually live alone, though they may occasionally gather into small packs called clans. Even during times when prey is scarce, these bloodbrothers don't cannibalize one another. Instead, they migrate toward more inhabited areas, fearlessly taking on overwhelming odds if it means refreshing the blood in their veins.

Despite their name—a moniker assigned to them not by themselves but by humanoid Vercites—bloodbrothers have no sense of gender, and they reproduce asexually. At a certain point in a bloodbrother's life, a handful of small, furry nodules appear along its spine. Biologists disagree on the exact conditions that cause this; some believe it is a rise in temperature, while others posit that reproduction requires specific nutrients in the blood of the creature's most recent victim. As the months pass, the buds grow in size (and furriness) until they are about a foot across. Then, with a series of sickening squelches, these bulbs fall off the parent bloodbrother into the surrounding snow and ice. A few moments later, they uncurl into several immature

bloodbrothers that are eager to entrap their first victims (usually tiny mammals or birds). In less than a year, a young bloodbrother reaches its full size and ferocity.

Despite their horrific and merciless nature, bloodbrothers are not mere beasts and are actually as intelligent as the average human. This facet of their nature is often overlooked due to both their lack of tool use and their apparent lack of interest in communication with other races. "Interest" is the operative word here, for while bloodbrothers have no language of their own, they appear to be able to understand those of others—they simply don't care to speak. Communication with other members of a clan is conducted entirely through actions, physical touch, and some form of advanced intuition into the other's needs, perhaps aided by pheromones or other signals not yet detected by researchers.

Bloodbrothers typically make their home in ice caves or stone caverns, patrolling the surrounding area for easy-to-capture prey. In the case of a clan, one member typically stays behind to protect the caves and any offspring therein, while those hunting return with an extra captive or two for them. When resting, the bloodbrothers slither onto one another to form one large pile. The blood-drained corpses of their prey lie scattered about the caves, eventually getting buried in the snow and ice, and trackers are quick to recognize a bloodbrother clan's lair by the massive number of bones that can be found poking from the floor and walls.



BLOODBROTHER SERUM

Local Darkside tribes and bold big-game hunters sometimes harvest the vital fluids of a bloodbrother's body to make *bloodbrother serum*: a magical liquid that can inure the drinker against cold and fortify its natural healing. The most famous and prolific alchemists to brew this concoction are the Ascetics of Nar, the brilliant scholar-monks who reside in the Fastness of the Ordered Mind. From their frozen fortress, these zealots seek to understand and manipulate the basic order of the universe, seeing it reflected in the crystalline structure of snow and ice. While the greatest of them conduct their meditations in the freezing wastelands without protection, suffering terribly from frostbite until they're no longer able to care for themselves, others prefer to imbibe potions such as *bloodbrother serum* to allow themselves to walk the ice floes beneath the twinkling stars without pain or fear, the better to improve the communion with the universe's frozen oneness.

BLOODBROTHER SERUM

LEVEL 5

MAGIC ITEM

PRICE 500

BULK —

Bloodbrother serum is made from rare alchemical reagents and the vital fluids of the eponymous beast. When the serum is consumed, you gain cold resistance 5 and regain 2 Hit Points per round for 5 rounds.

BLOODBROTHER

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BRYRVATH



BRYRVATH
CR 15
XP 51,200

BRYRVATH

XP 51,200

CE Medium aberration (chaotic, evil)
Init +9; Senses darkvision 60 ft., low-light vision;
Perception +26
Aura impossible aura (15 ft., DC 23)

DEFENSE

EAC 28; KAC 29

Fort +13; Ref +13; Will +20

CR 15

HP 233

Resistances electricity 15, fire 15; **SR** 26**Weaknesses** vulnerable to cold**OFFENSE****Speed** 40 ft.**Melee** claw +22 (5d8+22 S)**Ranged** ray of light +24 (4d6+15 F)**Offensive Abilities** spectrend**Spell-Like Abilities** (CL 15th)1/day—dominate person (DC 25), *mislead* (DC 25)3/day—*confusion* (DC 24), *greater invisibility*, *mind probe* (DC 24), *mind thrust* (4th-level, DC 24)At will—*arcane sight*, *clairaudience/clairvoyance***STATISTICS**

Str +7; Dex +5; Con +5; Int +9; Wis +5; Cha +5

Skills Intimidate +26, *Mysticism* +31, *Stealth* +31

Languages Aklo, Common; telepathy 100 feet

Other Abilities light absorption**ECOLOGY****Environment** any (Aucturn)**Organization** solitary, pair, or canvas (3-7)**SPECIAL ABILITIES**

Impossible Aura (Su) Once per hour as a swift action, a bryrvath can emit an aura of colors that could not possibly exist; these inconceivable hues ravage the sanity of any creature that stands within them. This aura has a range of 15 feet and lasts for 5 rounds. A creature that begins its turn within or enters the aura must attempt a DC 23 Will saving throw. On a failure, the creature takes 1d4 Intelligence and Wisdom damage; a success means the creature takes 2d6 damage and is sickened until the beginning of its next turn. This is a mind-affecting, sense-dependent effect.

Light Absorption (Su) When a bryrvath is within 10 feet of any light source, it can absorb a portion of the light into its body as a move action. The bryrvath attempts a caster level check (DC = 11 + the item level if the source is an item, or the spell's caster level if the light comes from a spell); on a success, the light emitted from the target source is lowered by one step for 1 hour and the bryrvath regains 5 Hit Points.

Ray of Light (Su) As an attack, a bryrvath can unleash a focused ray of light that can burn a target like the beam of a powerful laser rifle. This ray has a range increment of 120 feet, but it doesn't function in areas of bright light.

Spectrend (Su) In an area illuminated by dim light or brighter, a bryrvath can slash its claws through the air in a square adjacent to it, rending the spectrum into tatters. This produces a stationary anomaly of twisting and roiling, half-seen, non-Euclidean shapes that persists



for 1d4 rounds. A creature that can see this anomaly at the start of its turn can attempt a DC 23 Will saving throw. If it fails, it is confused for 1 round; if it succeeds, it is instead dazzled for 1 round. This is a mind-affecting, sense-dependent effect.



For many creatures, light is a source of hope and healing, often associated with benevolent gods and their servants. For others, light is an abhorrence to be shunned at all costs, as it causes disorientation and pain, if not complete extermination, upon exposure. For adventurers, light can be an invaluable resource, guiding them through uncharted territory or acting as a beacon to draw them home after they have become lost in the darkness of space.

For bryrvaths, light is a plaything that they twist into an impossible spectrum. Dwelling primarily on the foreboding planet of Aucturn, bryrvaths are a bane to creatures that use light for survival. A bryrvath appears to feed upon any source of light it can find, regardless of whether the light is natural, technological, or magical in origin. It can absorb light in its immediate vicinity, using the waves and packets of photons to nourish itself. Speculation endlessly spins around whether a bryrvath actually consumes light out of hunger or whether it seeks to snuff out light as a source of perverse pleasure. The truth may be utterly alien to any sane mind.

A bryrvath is difficult to describe because of the way its body interacts with light and darkness. Those who have seen a bryrvath and survived provide conflicting accounts of the creature. Cobbled together, these many tales tell of a multilimbed humanoid (some say two limbs, some say eight, while others say an infinite number) whose head is constantly masked by swirling shadows. At least one pair of its limbs ends in obsidian claws. Its body has several lipless gashes that open to draw in light. A bryrvath appears to have no actual skeletal structure, moving like rubber—sometimes upright, sometimes on all its limbs, and other times tumbling and clambering about in chaotic locomotion. Whenever it moves, its body seems somehow out of joint with itself: its limbs may appear detached in one moment, and then in the next, its entire torso may seem to split at an impossible angle, as if viewed through a pane of cracked glass, never quite aligning in a way that makes sense.

In the act of feeding, a bryrvath emanates a distorted aura of colors that can't possibly exist in this multiverse; some who see this display have horrific dreams for the rest of their lives, envisioning alien cities or whole planets baking beneath a sun that blazes with hues no eye has ever seen. Oddly, such victims also display a tendency toward a mental condition that prevents them from properly recognizing color, rendering them fully color-blind.

Many occult scholars posit that what can be seen of a bryrvath's form is only a fraction of its true self and that it exists simultaneously in several other dimensions. This theory goes on to explain that a bryrvath's impossible aura is but a glimpse of the aberration's other facets (hence the strange, mind-bending colors).

The academics who put forth this hypothesis have yet to present any kind of proof, though they work tirelessly to fabricate the necessary detection equipment to prove or disprove the theory. This has given rise to an obscure branch of study called esoteric optics that blends the physics of light with various arcane rituals. Though not many in the Pact Worlds have heard of this field, it occasionally appears in news vidfeeds, such as when an expert is committed to a psychiatric hospital after splashing acid in his eyes and raving about "the impending refraction."

While bryrvaths are very intelligent, they don't appear to have an advanced society of any kind. They occasionally gather in small groups for unknown reasons, usually near a source of bright light, much in the way certain animals congregate around a watering hole. Also, despite their intelligence, bryrvaths have very little use for tools, as their unusual feeding needs don't require them; they instead rely on their spell-like abilities and natural weapons to defend themselves.

The average bryrvath is 6 feet tall when standing upright and weighs approximately 250 pounds. While often found in areas that are primarily covered in darkness—presumably to plunge those who carry artificial light sources into terrible inky blackness—a bryrvath shows no fear of natural light, though it tends not to linger in areas exposed to it.

AURA GOGGLES

Physicists from AbadarCorp who specialize in esoteric optics risk their lives and their sanity studying the bryrvath's predilection for absorbing and ingesting light, hoping to find some way to recreate the effect (an ability that would undoubtedly be very useful to stealthy infiltrators and snipers). While they were unsuccessful, they did develop goggles that mitigate the effects of the bryrvath's impossible aura as well as other sight-based attacks. This eyewear—dubbed *aura goggles*—also allows the wearer to see sources of magic.

AURA GOGGLES

MAGIC ITEM (WORN)

PRICE 9,000

LEVEL 8 BULK L

While wearing these goggles, you gain a +4 circumstance bonus to saving throws against sense-dependent effects that target vision (such as gaze abilities or a bryrvath's impossible aura). In addition, once per day, you can cast *arcane sight* as a spell-like ability (CL 8th).

CAYPIN



CAYPIN
CR 6
XP 2,400

CAYPIN

XP 2,400

N Large magical beast (aquatic)

Init +2; **Senses** darkvision 60 ft., low-light vision;**Perception** +13**CR 6****HP 90****DEFENSE****EAC** 18; **KAC** 20**Fort** +10; **Ref** +10; **Will** +5**OFFENSE****Speed** 40 ft., swim 30 ft.**Melee** bite +14 (3d4+13 P)**Space** 10 ft.; **Reach** 10 ft.**Offensive Abilities** feeding appendages**STATISTICS****Str** +5; **Dex** +2; **Con** +3; **Int** -4; **Wis** -1; **Cha** -1**Skills** Acrobatics +13, Athletics +13 (+21 when swimming),

Stealth +18

Other Abilities amphibious**ECOLOGY****Environment** any swamp**Organization** solitary or pair**SPECIAL ABILITIES**

Feeding Appendages (Ex) Instead of a lower jaw, a caypin has a mass of writhing eyestalks that grant the creature sight and also chew its food with tiny, lamprey-like mouths. As a move action, a caypin can detach these appendages (or reattach any adjacent appendages), which are capable of ambulating on their own and transmitting visual data back to the caypin.

An appendage that moves farther than 100 feet from the caypin's body immediately dies.

While caypin appendages are harmless individually, they become more formidable in groups. A caypin has enough appendages to form up to two such groups at once. While detached, the appendages share a single set of actions with the caypin and act on the caypin's initiative count. Each group of appendages has the aquatic subtype and is amphibious as per the universal creature rule; darkvision to a range of 60 feet and low-light vision; 18 Hit Points; and a base speed of 20 feet and a swim speed of 15 feet. A group of appendages takes up 5 feet of space and has a 5-foot reach. When applicable, a group of appendages uses the caypin's Armor Class, saving throw bonuses, skill check bonuses, and other qualities.

As a standard action, a group of appendages can enter an adjacent creature's square without provoking an attack of opportunity from that creature. When in another creature's square, the appendages can attack that creature as a swift action (using the caypin's bite attack bonus and damage). Multiple groups of caypin feeding appendages cannot share a space with the same creature at once. Other than this ability to swarm an opponent, a group of appendages cannot attack.

If all of a caypin's appendages are detached, the creature can see only what its detached appendages see. If all of a caypin's appendages are destroyed but the caypin still lives, the creature has the blinded condition for 3 days, after which it grows new appendages that function as normal.





CAYPIN

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Caypins are some of the most insidious creatures to inhabit the galaxy's marshes. Although they are hulking beasts, their physiques somewhere between those of wolves and crocodiles, they're best known for the strange, detachable tentacles that contain both their eyes and their mouths. These eyestalks are able to wriggle like eels both on land and in water, and they can travel up to 100 feet from their "host," allowing the caypin to both hunt and keep eyes on its territory—literally—while still lurking safely out of sight, often underwater. While the tentacles are capable of transmitting information back to their caypin via poorly understood psychic phenomena, the tentacles are relatively weak on their own and generally return to their host or gather together in groups before engaging with prey or intruders. In marshy areas where caypins are known to hunt, only the foolish wade into water without first checking to make sure that no fat, vermillion tentacles with tiny mouths lurk nearby.

Caypins live on multiple planets throughout the galaxy and are most plentiful on worlds that support extensive swamps or marshes full of meaty prey. Contrary to most people's assumptions, caypins are not naturally evil—their limited intellects are incapable of truly understanding moral questions at all—but they are apex predators singularly driven by an insatiable hunger for huge amounts of raw meat. Caypins tend to eat half of their body weight in meat every few days, chewing away at the corpses of prey with their dozens of tiny mouths, and more than a few planets have seen native populations of slow-moving mammals, flightless birds, or languid amphibians go extinct due to caypins' voracious hunting patterns. Likely for this reason, caypins typically live and hunt alone, although occasionally a mated pair shares a single swamp that both use as a killing field. Caypins typically live several hundred years or longer. However, caypins that cannot regularly feed fall into torpor, sometimes sleeping for years at a time in the muck of a river bottom before awakening with a driving hunger.

Caypin biology is as fascinating as it is terrifying, as scholars from both universities and private industry have all so far failed to identify the mechanism by which its detachable appendages communicate with the main body. The wolf-shaped body of a caypin has no eyes or mouth of its own—rather, it sees and eats only via the contributions of dozens of thick, stalk-like appendages that hang from a jawlike protrusion on the front of their skulls. Each appendage bears a bloodshot eyeball looming over a tiny mouth with multiple rows of razor-sharp teeth. While their stalks are attached to their jaws, caypins feed normally, with the tiny mouth-tentacles passing along nutrients through a receptive socket in the jaw. Yet these tentacles can also detach and hunt independently, swarming over unwitting creatures, stripping the victims of meat, and carrying the masticated nourishment back to the caypin's body. Once reattached, these appendages inject the meat into the feeding sockets to be digested

as normal. Caypins can drink without the aid of their feeding appendages, ingesting water directly through the tentacles' attachment sockets. Lacking digestive organs of their own, these tentacles are reliant on the main body to refresh the nutrients in their blood. Whether this strange system is the result of two symbiotic creatures having evolved to rely on each other or a single creature evolving a curious trait remains anyone's guess. While many biologists believe the caypin's control of its tentacles is the result of some unknown (and so far untraceable) form of psychic magic, others posit that the caypin's nervous system relies on quantum entanglement, thus removing any need for physical connection. Either way, many corporations would love to uncover the secret of the caypin's instantaneous, untraceable communication.

Occasionally, a caypin's stalks are destroyed during a difficult hunt. In these cases, the caypin is blind and cannot eat for 3 days while its appendages regrow. A caypin that has lost its feeding appendages typically hides and avoids interacting with other living beings, but if startled or cornered, it may go into a frenzy, attacking anything near it, though its blindness makes it a much less formidable opponent than it would be normally.

Most xenobiologists consider caypins an invasive species that likely originated somewhere in the Veskarium, given the reptilian people's admiration for the beasts. Some powerful vesk have managed to train caypins and keep them as pets, and have been known to intentionally import them to worlds they conquer. However, given caypins' prevalence on planets that have had no known contact with the vesk, it's likely that caypins or variations thereof evolved along parallel routes on several worlds. Caypins' superficial biology supports this theory—caypins on different worlds often have somewhat divergent physiologies, and caypins with dramatically different abilities likely await discovery.

A typical caypin is 14 feet long and weighs 1,500 pounds.



CONTEMPLATIVE



CONTEMPLATIVE
CR 2
XP 600

CONTEMPLATIVE MENTOR
CR 18
XP 153,600

CONTEMPLATIVE

XP 600

N Medium monstrous humanoid

Init +1; **Senses** blindsense (thought) 60 ft., darkvision 60 ft.;
Perception +7

CR 2

HP 18

DEFENSE

EAC 13; **KAC** 12

Fort +1; **Ref** +3; **Will** +7 (+11 vs. mind-affecting effects)

Weaknesses atrophied

OFFENSE

Speed 5 ft., fly 30 ft. (Su, perfect)

Melee claw +5 (1d4 S)

Ranged azimuth laser pistol +7 (1d4+2 F; critical burn 1d4)

Offensive Abilities applied knowledge

Spell-Like Abilities (CL 2nd)

1/day—*detect thoughts* (DC 15), *mind thrust* (1st-level, DC 15)
At will—*daze* (DC 14), *psychokinetic hand*

STATISTICS

Str -2; **Dex** +1; **Con** -1; **Int** +5; **Wis** +3; **Cha** +2

Skills Computers +7, Engineering +7, Life Science +12, Mysticism +12, Physical Science +7

Languages Akitonian, Common, Ysoki; telepathy 100 ft.

Gear second skin, azimuth laser pistol with 2 batteries (20 charges each)

ECOLOGY

Environment any urban (Akiton)

Organization solitary, pair, or symposium (3-7)

SPECIAL ABILITIES

Applied Knowledge (Ex) Once per day before attempting a skill check or saving throw against a creature, a contemplative can use its bonus for the skill associated with that creature's type (such as Life Science for an ooze or Mysticism for an outsider) in place of its normal bonus.

Atrophied (Ex) A contemplative's limbs are practically vestigial. A contemplative can manipulate most tools and one-handed weapons (including small arms) without difficulty. A contemplative can't properly wield a two-handed weapon without dedicating its telekinetic powers to supporting the weapon, and even then it takes a -4 penalty to attack rolls. It also can't use its spell-like abilities or fly until it is no longer wielding that weapon.

CONTEMPLATIVE MENTOR CR 18

XP 153,600

Contemplative mystic

N Medium monstrous humanoid

Init +3; **Senses** blindsense (thought) 60 ft., darkvision 60 ft.; **Perception** +31

DEFENSE **HP 290 RP 6**

EAC 32; **KAC** 31

Fort +15; **Ref** +17; **Will** +22 (+26 vs. mind-affecting effects)

Defensive Abilities share pain (DC 27)

Weaknesses atrophied

OFFENSE

Speed 5 ft., fly 30 ft. (Su, perfect)

Melee psychokinetic claw +26 (8d8+17 B)

Ranged zenith laser pistol +28 (8d4+18 F; critical burn 4d4)



CONTEMPLATIVE

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Offensive Abilities applied knowledge, backlash (18 damage), explode head (DC 27), mental anguish (DC 27), mind-breaking link (DC 27), mindkiller (DC 27), sow doubt (9 rounds, DC 27)

Mystic Spell-Like Abilities (CL 18th)

At will—*mindlink*, *telepathic bond*

Mystic Spells Known (CL 18th; ranged +28)

- 6th (3/day)—*mind thrust* (DC 27), *psychic surgery*
- 5th (6/day)—*crush skull* (DC 26), *feeblemind* (DC 26), *greater synaptic pulse* (DC 26), *modify memory* (DC 26)
- 4th (at will)—*confusion* (DC 25), *mind probe* (DC 25)

Connection mindbreaker

STATISTICS

Str -1; Dex +3; Con +0; Int +11; Wis +8; Cha +6

Skills Computers +30, Engineering +30, Life Science +36, Mysticism +36, Physical Science +30

Languages Akitonian, Common, Ysoki; telepathy 100 ft.

Gear elite hardlight series, zenith laser pistol with 2 ultra-capacity batteries (100 charges each)

ECOLOGY

Environment any urban (Akiton)

Organization solitary or pair

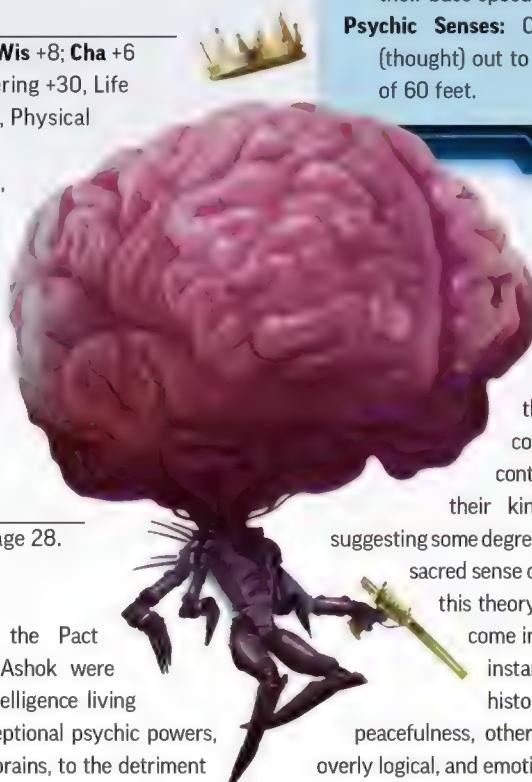
SPECIAL ABILITIES

Applied Knowledge (Ex) See page 28.

Atrophied (Ex) See page 28.

The beings known through the Pact Worlds as contemplatives of Akiton were once humanoids of extreme intelligence living on Akiton. Upon unlocking exceptional psychic powers, they deliberately evolved their brains, to the detriment of their bodies. Now, contemplatives float along using telekinesis, their atrophied bodies dangling from pulsating brain-sacs.

Contemplatives' specialized evolution dates back to long before the Gap, and only piecemeal records hint at their original appearance. Were they more interested in power and influence as a species, they likely would have conquered their home planet of Akiton, but instead, most contemplatives are content to ponder the multiverse and its secrets, most famously debating their conclusions in Akiton's Halls of Reason. Contemplatives scholars are universally welcomed in laboratories, research facilities, and universities throughout the Pact Worlds, making them among the most prolific academic authors. Those who turn their minds to more worldly pursuits are rare, yet it is small cabals of such financial masterminds and political theorists that have best exploited Akiton's recent economic downturn. These moguls have purchased large swaths of the planet's real estate, ruling



RACIAL TRAITS

Ability Adjustments: +4 Int, +2 Cha, -2 Str, -2 Con

Hit Points: 2

Size and Type: Contemplatives are Medium monstrous humanoids.

Applied Knowledge: See page 28.

Atrophied: See page 28.

Psychic Flight: Contemplatives fly supernaturally at a speed of 30 feet with average maneuverability, but their base speed is only 5 feet.

Psychic Senses: Contemplatives have blindsense (thought) out to 30 feet and darkvision to a range of 60 feet.

as silent overlords of ghost towns and thriving neighborhoods alike.

Although contemplatives are known to be extraordinarily intelligent, observant, and confident, their behavior is often jarring to their colleagues of other species. Individual contemplatives often refer to groups of their kindred using the first-person plural, suggesting some degree of racial hivemind, telepathic union, or sacred sense of shared existence. Further supporting this theory is the fact that contemplatives rarely come into conflict with one another, with few instances of intraracial violence in recorded history. Despite contemplatives' relative peacefulness, other races often perceive them as aloof, overly logical, and emotionally sterile.

Contemplatives are able to speak, though their voices are reedy and soft. Most consider verbal communication rather crude, favoring telepathy. Those who regularly need to speak often wear inexpensive contact speakers that translate their telepathic thoughts into spoken words. They're also able to sing in keening wails, although they rarely do so except around others of their kind or their most honored colleagues. The few ethnographers who study this behavior directly have compared the songs to religious paens—an association contemplatives find absurd, in part because most prefer to study faith objectively rather than as worshipers.

Despite their frail appearance, contemplatives are able to survive in unforgiving environments. They find indoor sites far more comfortable, however especially areas that are cool and still, as these conditions facilitate their concentration. When contemplatives do build their own communities, the structures are often windowless and difficult to navigate for those unable to fly.

CREST-EATER



CREST-EATER
CR 4
XP 1,200

CREST-EATER

XP 1,200

N Large magical beast
Init +1; Senses bone tracker, darkvision 60 ft., low-light vision; Perception +10

DEFENSE

EAC 16; KAC 19

Fort +8; Ref +8; Will +3

OFFENSE

Speed 60 ft.

Melee bite +13 (1d6+7 P plus 1 Con)

CR 4

Ranged venom spit +10 (1 Con)

Space 10 ft.; Reach 10 ft.

Offensive Abilities bone eater

STATISTICS

Str +3; Dex +1; Con +3; Int -2; Wis +1; Cha -1

Skills Stealth +15, Survival +10

Languages Kasatha (can't speak any language)

ECOLOGY

Environment warm deserts (Kasath)

Organization solitary, pair, or pride (3-6)

SPECIAL ABILITIES

Bone Eater (Su) A crest-eater's bite delivers a magical venom that dissolves certain minerals in its victim's body, liquefying that creature's bones. Each bite attack that deals damage also deals 1 Constitution damage. A target can negate this damage with a successful DC 13 Fortitude save.

Bone Tracker (Ex) A crest-eater's sense of smell is keenly attuned to the minerals it needs to survive. It can sniff out natural deposits of calcium, and it gains blindsense (scent) against creatures that have taken Constitution damage from its attacks in the past hour.

Venom Spit (Su) As a standard action, a crest-eater can make a ranged attack against the KAC of a single target within 30 feet, spitting its bone-liquefying venom. If struck, the target must succeed at a DC 13 Fortitude save or take 1 Constitution damage.

Terrifying predators that roam the deserts and canyons of Kasath, crest-eaters earned

their moniker thanks to their highly specialized diets: the hulking beasts feed almost exclusively on bone, and when attacking kasathas, they usually tear the humanoids' heads from their bodies and then quickly and messily devour the bony crests within. A crest-eater has an advanced metabolism that processes the minerals it consumes to grow a large protrusion—a cross between antlers and a shell—from the crest-eater's head and back. This outgrowth isn't just made out of bone, however; it contains tiny fragments of reflective compounds that act like thousands of solar panels, thus providing the remainder of the nutrients the crest-eaters need to survive. As they age, the beasts grow more and more elaborate





BONE CESTUSES (BASIC ONE-HANDED MELEE WEAPONS)

UNCATEGORIZED	LEVEL	PRICE	DAMAGE	CRITICAL	BULK	SPECIAL
Bone cestus, austere	2	600	1d6 P	Bleed 1d4	L	Analog
Bone cestus, measured	7	5,500	2d6 P	Bleed 1d6	L	Analog
Bone cestus, imposing	12	32,000	3d6 P	Bleed 2d6	L	Analog
Bone cestus, severe	17	230,000	8d6 P	Bleed 5d6	L	Analog

protrusions, increasing their surface area in order to store reserves of minerals for lean times. Crest-eaters also produce a venom that liquefies minerals, which can strip natural deposits of these resources from nearby rocks as easily as it melts the bones of their prey.

Crest-eaters have a muscular frame supported by four stout legs. The claws on a crest-eater's legs are somewhat blunt, having evolved for scrabbling over rocks. A pair of thick limbs attached to the creature's lower back area can function as another pair of legs, allowing it to easily navigate rocky terrain or distribute its bulk on shifting sands. However, the sharper claws on these extra appendages are mainly used for tearing through its prey's flesh to reach the bones. A crest-eater's vicious teeth are capable of delivering painful bites and injecting its devastating venom. Despite its rather reptilian appearance, the crest-eater shares many similarities to mammals, including a steady body temperature and the ability to bear live young.

Just as their biology skirts the edge of reptilian standards, so too does crest-eaters' behavior. They are exceptionally social and loving animals, forming small prides of unrelated adults to hunt prey, dig out mineral deposits, and guard one another while they sleep. Many bold young hunters have fallen after slaying a single crest-eater, only to find its half-dozen compatriots rising from the sand around them. Crest-eaters give birth to one or two young after a long pregnancy, during which the female grows increasingly ravenous for flesh and water, and an entire pride may take to hunting and aggressively defending water sources to feed a single pregnant mother's needs. Newborn crest-eaters can dissolve bones immediately, though they are cautious predators until they begin to grow their first antler-shell around 1 year later.

Crest-eaters that grow up in close proximity to other creatures often form close bonds with them, and thus they can be found traveling with small crowds of scavengers that pick parasites off their protrusions and snatch up any kills the mighty hunters leave behind. Despite the creatures' social nature, especially large males become increasingly aggressive as they age and are often driven from their prides



and the most reliable sources of food. Though a bit past their prime, these crest-eaters are still very dangerous, and they usually become unpredictable loners that attack desert communities without fear. It sometimes takes the collective effort of several heroes to either put down or drive off one of these wild beasts. Such an endeavor is rarely accomplished without casualties or major injuries.

Crest-eaters occupy a place of fear and reverence in distant kasathan history. The humanoids' ancient ancestors saw the beasts as terrifying messengers of death, particularly because of their tendency to rip off a victim's head and leave the remainder of the body unmolested. Today, the crest-eater is still feared but better understood, and kasathan scientists have extensively studied the unique crystals the beasts grow. These are now the foundation for kasathan solar technology.

After millennia of kasathan contact with the wider galaxy, crest-eaters have spread to other worlds, both due to kasathan technology sometimes relying on the creatures' power-generating capabilities and as a result of other races employing crest-eaters as guard beasts, trophies to hunt, or exotic pets. The *Idari* even brought crest-eaters along on its long voyage, though these are kept carefully contained; rumors of escaped and feral crest-eaters living in the ship's ventilation shafts are assumed to be spurious.

A typical crest-eater is 14 feet from head to tail and is 6 feet tall at the shoulder, though this doesn't count its elaborate protrusions. An average crest-eater weighs more than 1,000 pounds.

BONE CESTUSES

Centuries ago, some kasathas crafted simple weapons out of crest-eaters' bony protrusions; these formidable gauntlets were badges of honor for the mightiest kasathan warriors, and modern artisans have recreated that aesthetic in the form of bone cestuses, though now they are usually formed of state-of-the-art resin instead of crest-eater bone. Due to the flecks of minerals embedded within, bone cestuses are often warm to the touch, especially after they have been exposed to natural sunlight. These basic one-handed melee weapons are capable of punching through a foe's defenses, sometimes puncturing vital organs in the process.

CREST-EATER

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DEH-NOLO



DEH-NOLO
CR 14
XP 38,400

DEH-NOLO**XP 38,400**

CE Large aberration

Init +4; Senses darkvision 60 ft.; **Perception +30****DEFENSE****EAC 27; KAC 28****Fort +12; Ref +12; Will +19****Defensive Abilities** open pustules; **DR** 10/magic; **Immunities** disease, mind-affecting effects, poison; **Resistances** cold 10, fire 10; **SR** 25**Weaknesses** brain dependency**OFFENSE****Speed** 20 ft., fly 40 ft. (Su, perfect)**Melee** bite +21 (6d6+17 P plus dominion bile)**Ranged** synthesized projectile +23 (4d8+14 P plus dominion bile or spell-slot sacrifice)**CR 14****Space** 10 ft.; **Reach** 5 ft.**Offensive Abilities** brain collection**Spells Known** (CL 14th; melee +21)

5th (3/day)—control machines (DC 24), synapse overload (DC 24)

4th (6/day)—corrosive haze (DC 23), dimension door, overload systems (DC 23), rewire flesh (DC 23)

3rd (at will)—discharge (DC 22), instant virus (DC 22)

STATISTICS**Str +4; Dex +4; Con +6; Int +8; Wis +4; Cha +4****Skills** Computers +25, Culture +25, Engineering +30, Life Science +30, Medicine +25, Mysticism +30, Physical Science +25**Languages** Aklo, Abyssal, Common, up to 4 other languages as determined by brain collection; telepathy 100 ft.**ECOLOGY****Environment** any**Organization** solitary**SPECIAL ABILITIES****Brain Collection (Ex)** A deh-nolo can store up to four brains of Small or Medium creatures and use them to enhance its knowledge and power, learning a single language known by the former owner of each stored brain. A deh-nolo can extract a brain from a helpless opponent with a coup de grace action that kills the opponent, or it can do so as a standard action from a body that has been dead no longer than 1 minute.**Brain Dependency (Ex)** A deh-nolo that has fewer than four collected brains gains 1 negative level for each missing brain. A deh-nolo's caster level is reduced by 2 for each negative level it gains from missing brains, and a deh-nolo with no collected brains can't cast any of its spells. These negative levels never become permanent, and they can be removed only by adding brains to the deh-nolo's collection.

The statistics presented here assume a deh-nolo with a full collection.

Open Pustules (Ex) When a deh-nolo takes more than 20 damage from a single attack, each creature adjacent to that deh-nolo must succeed at a DC 22 Reflex save or be sprayed with a foul poison as the pustules all over the deh-nolo's body erupt.

Creatures hit by this spray are exposed to dominion bile (see page 33).

Synthesized Projectile (Ex) Once per round as a standard action, a deh-nolo can concentrate the crystallized, metallic discharge it produces and expel it through a tear in its flesh. This attack deals 1d4 damage to the deh-nolo. A deh-nolo can fire the projectile at a target



up to 60 feet away as a ranged attack that deals $4d8+14$ piercing damage. A deh-nolo can augment the projectile in one of two ways. It can coat the projectile in dominion bile (see below) to poison its target, or it can sacrifice a spell slot to charge the projectile with energy. A projectile charged in this way deals an additional $1d6$ acid, cold, electricity, or fire damage (deh-nolo's choice) for each level of the spell slot sacrificed in this way.

DOMINION BILE

Type poison (injury); **Save** Fortitude DC 22
Track Constitution (special); **Frequency** 1/round for 6 rounds
Effect progression track is Healthy–Weakened–Debilitated–Dead
Cure 2 consecutive saves

Just as the neh-thalggus and yah-thelgaads among the Dominion of the Black make use of organic brains to power their magical abilities, so do deh-nolos extract and use other creatures' brains to slake their never-ending thirst for knowledge. This shared penchant strikes well-deserved fear into the hearts of all thinking creatures in the universe, and many spacefarers know it is best to avoid ships with Dominion markings altogether.

Deh-nolos are brilliant engineers and inventors among the Dominion of the Black, merging technology and biological systems in twisted and devious ways that are stunningly seamless. These creations are unlike cybernetics, in that they are often grown rather than built, and they blur the lines between living organs and complex machines. Using vulgar ingenuity and their surprisingly adroit singular "arms," deh-nolos designed and built the first Dominion starships, which are hybrid vessels with both organic and technological components. They also cultivated the first shipminds—oozes that pilot these biomechanical starships. In addition to these marvels of engineering, deh-nolos are adept at repairing most technological devices, no matter what civilization built them. When presented with a device with which it is unfamiliar, a deh-nolo attempts to collect the brain of a member of the species that produced it in the hopes that doing so will provide the aberration with some flash of insight.

Mostly organic beings, deh-nolos secrete a metallic discharge that shimmers with disturbing beauty in natural sunlight. Deh-nolos can concentrate this liquid to form foul crystals that they either use as ranged projectiles or work into components for their mechanical devices. Such machine parts are malformed, resembling incomplete living organs and atrophied body parts, and many have common technological connectors and partially completed circuitry.



Some reckless scientists have harvested these bits from deh-nolos and plugged them into their equipment or their own bodies, with varying and unpredictable outcomes.

Most of the time, the result is horrendous—and even deadly to the experimenter—but the practice occasionally creates functional, albeit macabre, technology. Installed in sensors and other devices with video or audio output, these components cause the images on their screens to appear disturbingly fragmented or amplify and distort sound into mind-shattering cacophonies. Implanted in a living creature, these parts horrendously mutate the host body and often wrack it with unceasing pain.

Like many other creatures among the Dominion of the Black, deh-nolos fabricate and weaponize their own toxins. Poison-filled glands grow in patches across these creatures' bulky bodies, and anyone who ruptures one is exposed to the purulent fluid that sloshes within. Deh-nolos can also apply this toxic pus to the projectiles that they eject from their bodies, infecting those they strike.

Deh-nolos are not only extremely competent engineers, but also formidable spellcasters, weaving magic that, like their inventions, blurs the line between flesh and machine. With a thought, a deh-nolo can commandeer nearby technological devices, create a cloud of burning acid, or temporarily overwrite the DNA of a living creature to turn it into a twisted reflection of a robot. A deh-nolo uses its more offensive spells only in response to direct attacks, preferring to catch a single target unaware and render it helpless. From there, the aberration proceeds to carefully (and painfully, if the creature is still alive) extract its prey's brain and store it in one of its four brain pods. Deh-nolos with even one empty brain pod often go out of their way to procure a fresh replacement, almost as if they were addicted to the knowledge stored within the gray matter. A deh-nolo with no stored brains is jittery and desperate, lashing out at any non-Dominion creatures it can find, even those with animal intelligence. Once it is able to use its full complement of abilities, such a deh-nolo seeks out more sophisticated brains to replace the simpler ones, unless a more pressing matter is at hand.

Deh-nolos use their psychic potential, which is inherent in most Dominion of the Black creatures, to fly with incredible dexterity. The eerie sight of their alien forms gliding silently through the air with no obvious means of propulsion is usually enough to send most sane onlookers fleeing for their lives.

A typical deh-nolo stands almost 20 feet tall on its four spindly legs and weighs close to 2,000 pounds.

DEVIL, ENDBRINGER



ENDBRINGER
DEVIL
CR 19
XP 204,800

ENDBRINGER DEVIL (DHALOCHAR) CR 19

XP 204,800

LE Colossal outsider (devil, evil, extraplanar, lawful)

Init +6; Senses darkvision 60 ft., see in darkness;

Perception +32

DEFENSE

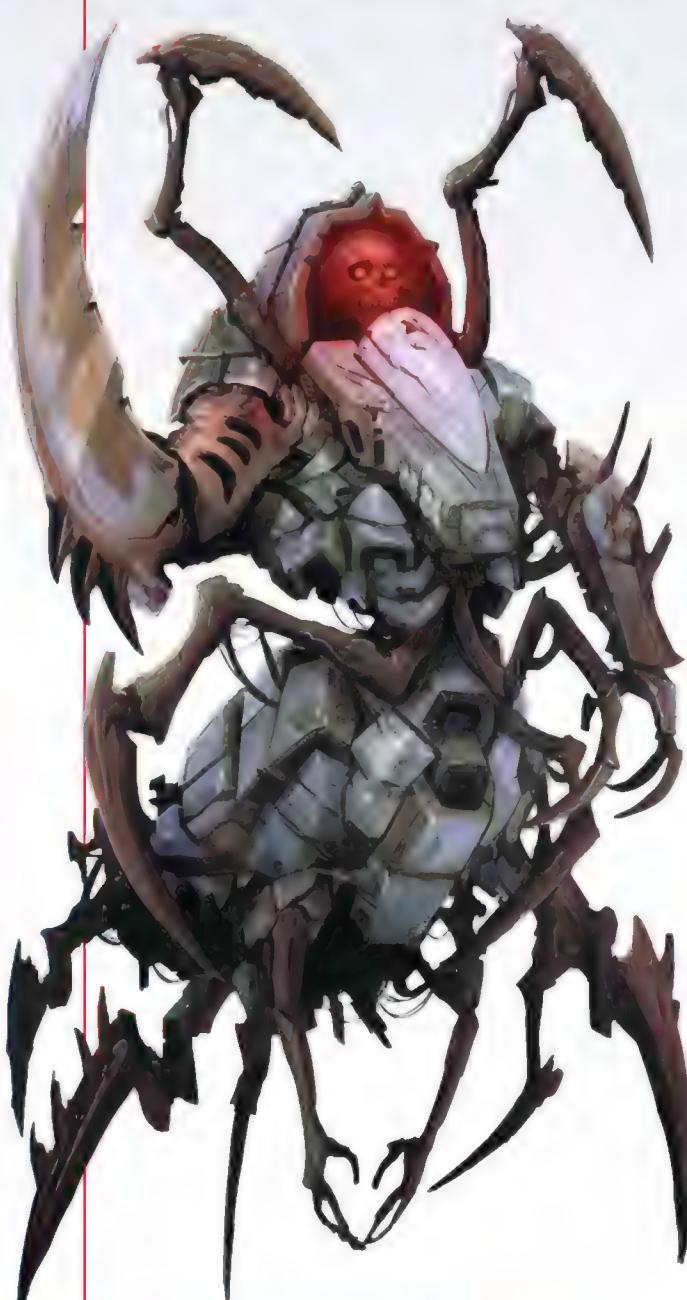
EAC 33; KAC 35

Fort +20; Ref +20; Will +18

Defensive Abilities construct form; DR 15/good and magic;

Immunities fire, poison; Resistances acid 10, cold 10; SR 30

HP 415 RP 6



OFFENSE

Speed 30 ft., fly 60 ft. (Su, perfect)

Melee slam +32 (4d12+30 B)

Multiattack 2 slams +26 (4d12+30 B), 4 legs +26 (6d10+30 P)

Ranged hellfire glare +34 (8d8+19 F; critical burn 5d6)

Space 30 ft.; Reach 30 ft. (40 ft. with legs)

Spell-Like Abilities (CL 19th)

1/day—plane shift

At will—teleport (self plus contents of cargo cavity)

STATISTICS

Str +11; Dex +6; Con +9; Int +4; Wis +6; Cha +6

Skills Computers +32, Engineering +32, Intimidate +37, Mysticism +32, Piloting +32

Languages Celestial, Draconic, Infernal; telepathy 100 ft.

Other Abilities cargo cavity, no breath

ECOLOGY

Environment any (Hell)

Organization solitary, assault (1 dhalochar plus 8 other devils), or invasion (3–12)

SPECIAL ABILITIES

Cargo Cavity (Ex) A dhalochar has a sizable cavity within its body. This space can comfortably fit eight Large or smaller creatures (or four Huge creatures). Any creature inside is protected from the external environment, no matter how hostile, and can breathe as normal. A dhalochar has control over what enters and what leaves its cargo cavity. Entering or leaving a willing dhalochar requires a full action, during which the dhalochar cannot move. Creatures cannot enter an uncooperative dhalochar, but they can try to escape from inside as if they were attempting to escape being grappled.

Alternatively, some dhalochars have this cavity replaced with a device capable of generating minor passages to Hell. This grants them the ability to cast 6th-level *planar binding* as a spell-like ability once per hour (to a maximum number of times per day equal to the dhalochar's Constitution modifier—nine times per day for most dhalochars), except they can call only devils. Called devils aren't trapped by this ability, and they aren't forced to do the dhalochar's bidding, though they are usually friendly to the dhalochar.

Construct Form (Ex) Despite being true devils, dhalochars have a number of immunities common to constructs. They are immune to ability damage, ability drain, death effects, disease, energy drain, exhaustion, fatigue, necromancy effects, negative levels, nonlethal damage, paralysis, sleep, and stunning.

Hellfire Glare (Ex) As an attack, a dhalochar can shoot hellfire from its eyes at a single target. This attack has a range increment of 120 feet. The glare acts as if it had the *unholy fusion*.



ENDBRINGER DEVIL STARSHIP STATISTICS

Dhalochars are equally capable of engaging with enemies in melee and in starship combat.

Dhalochars have no crews or computer systems. Their other “systems” aren’t truly systems at all, but infernal approximations; the common models they imitate are listed here. Dhalochars use the following statistics when doing battle with foes in space.

ENDBRINGER DEVIL (STARSHIP FORM) TIER 14

LE Huge starship outsider

Speed 8; **Maneuverability** average (turn 3); **Drift** 2

AC 32; **TL** 31

HP 255; **DT** 5; **CT** 51

Shields heavy 320 (forward 80, port 80, starboard 80, aft 80)

Attack (Forward) supergraser (2d8×10)

Attack (Turret) plasma cannon (5d12)

Offensive Abilities cataclysm

Skills Computers +34, Engineering +32, Piloting +32

Power Core Inferno Core (400 PCU); **Drift Engine** Signal

Booster; **Systems** basic long-range sensors, mk 10 armor, mk 11 defenses, self-destruct system; **Expansion Bays** none

Other Abilities cargo cavity, devil starship, no breath

SPECIAL ABILITIES

Cargo Cavity (Ex) See page 34.

Cataclysm (Ex) A dhalochar in starship form can crash-land on a planet, space station, or similar object (as long as that object is at least 10 times the devil’s size). This devastating landing deals 15d6+25 bludgeoning damage (no save) to creatures and objects in the area where the devil lands (a 30-foot-by-30-foot square) and 6d12+28 bludgeoning damage to all creatures and objects within 50 feet of the landing space (Reflex DC 24 half). If the dhalochar crash-lands on a planet with an atmosphere, the heat of entry adds 10d6 fire damage to the damage dealt. After using this ability, a dhalochar is stunned for 1d4 rounds and then transforms into its terrestrial form.

Devil Starship (Ex) A dhalochar in starship form is still a living creature, though it engages only in starship combat. It has no crew, though it can still take engineer, gunner, pilot, and science officer actions using the skill bonuses listed above. Assume it has 14 ranks in the Computers, Engineering, and Piloting skills and a base attack bonus of +14. It ignores critical damage effects that affect life support, and critical damage effects that would be applied to the crew are applied to a random creature or object in the devil’s cargo cavity.

For countless eons, Hell’s legions have undermined the Material Plane, subtly corrupting mortal empires and laying waste to entire worlds. The malebranche-diabolical generals advancing hellish agendas on terrestrial fronts—call upon the planes’ most fearsome agents to claim strategic footholds. Some of these campaigns call for truly terrifying displays of force. Thus, when the lords of Hell seek to make a whole world shudder, dhalochars take to the battlefield.

Known as endbringer devils, dhalochars are forged to embody diabolical conquest. They are vessels and weapons of ruin, designed to create beachheads upon even the best-defended worlds. Dhalochars were made to withstand the depths of space and can traverse the void, stalking worlds like apocalyptic meteors. Any witnesses who survive a dhalochar’s devastating crash landing swiftly realize that the titan’s assault has only just begun.

Within its body, each dhalochar houses a cavity capable of holding a deadly payload—an infernal strike force or a portal-generating organ. This space isn’t magical but is well protected, able to withstand any attack as long as the devil remains alive. As dhalochars are close cousins to levalochs, they most commonly transport these deadly infernal shock troops.

Upon landing on a world, dhalochars release their cargo and reconfigure themselves. In their terrestrial forms, they appear as many-legged titans, a form which readily demonstrates that they are not mere machines of war. They are calmly arrogant and quick to pronounce a world’s inevitable destruction. While dhalochars participating in a major planetary assault might crash-land in heavily populated areas and immediately attack, most favor staying undiscovered so they can gradually conjure more devils in preparation for even greater diabolical offensives.

Dhalochars have no ability to launch themselves into space. As a result, after a dhalochar in starship form uses its cataclysm ability, it returns to Hell using its *plane shift* spell-like ability and waits to be conjured back to space.

A dhalochar stands roughly 90 feet tall and weighs approximately 400 tons.

DEVIL ENDBRINGER

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DRAELIK

DRAELIK
CR 2
XP 600

DRAELIK

XP 600

NE Medium humanoid (draelik)

Init +1; Senses darkvision 60 ft.; Perception +12

DEFENSE

EAC 13; KAC 14

Fort +3; Ref +1; Will +5; +2 vs. necromancy effects

Defensive Abilities dark matter

OFFENSE

Speed 30 ft.

CR 2

HP 21

SPECIAL ABILITIES

Dark Matter (Su) This functions as the solarian stellar revelation of the same name. As a move action, the draelik can gain DR 2/- until he leaves graviton mode.**Dark Nova (Su)** As a standard action, a draelik who is fully graviton-attuned can deal 2d6 negative energy damage to all creatures within 10 feet. A creature that succeeds at a DC 13 Reflex saving throw takes half damage. In addition, the light level of the affected area is reduced by one step for 1 round. After a draelik uses this ability, he immediately becomes unattuned.

Melee lesser

shadowstaff +4
(1d4+2; see text)

Ranged lesser

shadowstaff +6
(1d4+2 C)

Offensive Abilities

dark nova

Spell-Like Abilities

(CL 2nd; melee +6)
1/day—reflecting
armor, wisp ally
At will—fatigue (DC 14), ghost sound
(DC 14)

STATISTICS

Str +0; Dex +1; Con +2; Int +0; Wis +4;

Cha -1

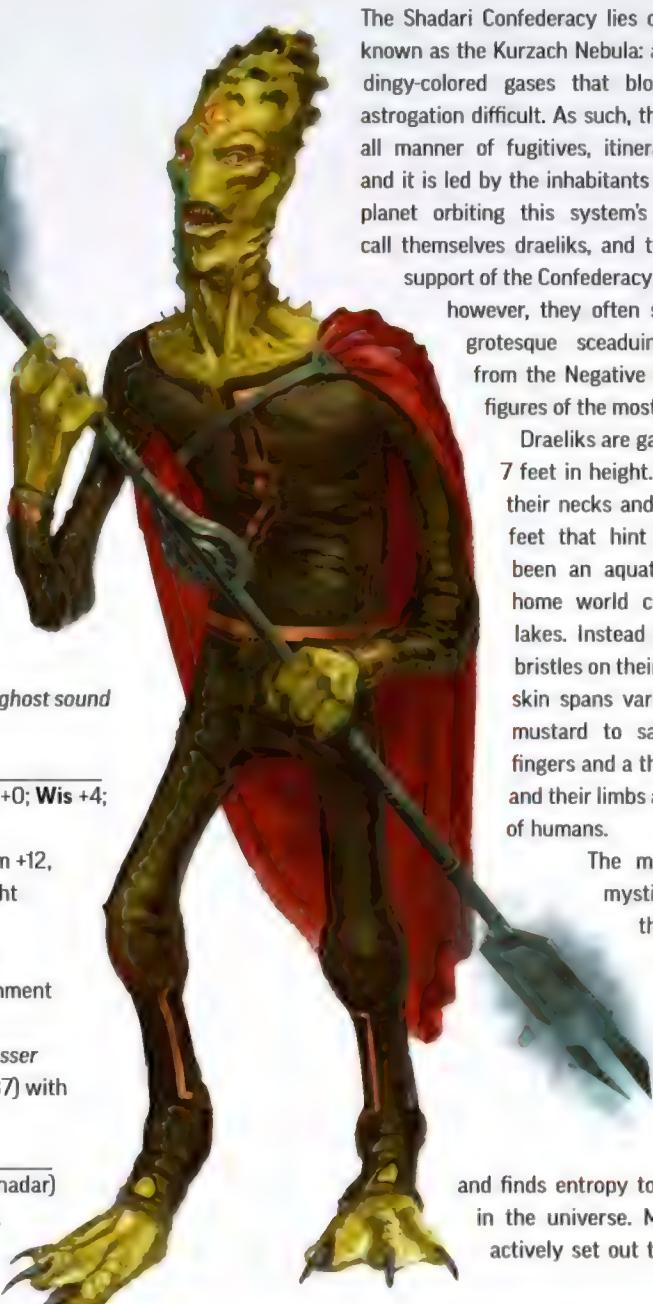
Skills Culture +7, Mysticism +12,
Stealth +7 (+11 in dim light
or darker)

Languages Aklo, Common

Other Abilities stellar alignment
(graviton)Gear freebooter armor I, lesser
shadowstaff (see page 37) with
1 clip (40 charges)

ECOLOGY

Environment any (Great Shadar)

Organization solitary, pair,
or penumbra (3-8)

The Shadari Confederacy lies cloaked deep within an area known as the Kurzach Nebula: an immense cloud of ionized, dingy-colored gases that block most scans and make astrogation difficult. As such, this loose organization houses all manner of fugitives, itinerants, and other scoundrels, and it is led by the inhabitants of Great Shadar, a waterless planet orbiting this system's dim star. These residents call themselves draeliks, and they are singularly united in support of the Confederacy's lawless ideals. To outsiders,

however, they often seem more beholden to the grotesque sceaduinars: extraplanar creatures from the Negative Energy Plane, and the main figures of the most prominent draelik faith.

Draeliks are gaunt humanoids who average 7 feet in height. They have vestigial gills on their necks and slightly webbed hands and feet that hint that they may have once been an aquatic race, even though their home world currently has no oceans or lakes. Instead of hair, draeliks have short bristles on their heads. The color of draeliks' skin spans various shades of yellow, from mustard to saffron. Draeliks have three fingers and a thumb on each of their hands, and their limbs are slightly longer than those of humans.

The majority of draeliks have a mystical marking resembling a third eye that usually appears on the forehead. Known as Eyes of Enlightenment, these mark them as adherents of the philosophy of Ataxxa, a belief that pays homage to sceaduinars

and finds entropy to be the most sublime force in the universe. Members of this faith don't actively set out to destroy, but they do very



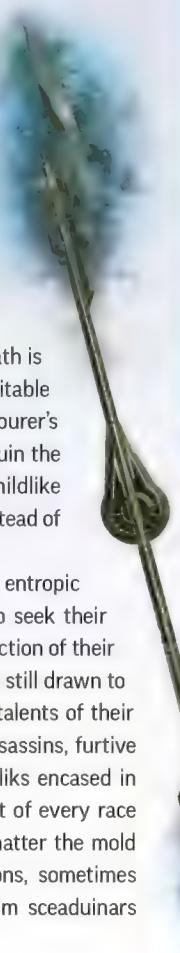
little to prevent and reverse natural deterioration. They build only items that speed up this decay, mostly by using negative energy. This pseudoreligion is widespread throughout the Confederacy, and many races native to the nebula count themselves as followers, receiving the Eye of Enlightenment during a ritualistic process involving special inks distilled from dark energies. Many who get this tattoo gain powers similar to solarians who focus on the graviton aspects of their cycle.

While some outsiders mistakenly conflate the nihilistic philosophy of Ataxxa with that of the Cult of the Devourer, most draeliks find the comparison deeply offensive. To them, their path is a stately and dignified march toward the inevitable and ordained end of all things, while the Devourer's followers cheapen the entire experience and ruin the work of generations by thrashing around in childlike tantrums, attempting to tear reality's fabric instead of embracing its beautiful unraveling.

The few draeliks who don't follow these entropic beliefs generally leave the Kurzach Nebula to seek their fortunes in the wider galaxy. Despite their rejection of their home world's nihilism, however, they are often still drawn to careers that emphasize the deeply ingrained talents of their people, hiring themselves out as deceptive assassins, furtive thieves, or mystics of dubious morality. Draeliks encased in shining armor and fighting for the betterment of every race and creed are rare, and those who seek to shatter the mold must always contend with their inner demons, sometimes even struggling against foul temptations from sceaduinars who want to bring them back into the fold.

SHADOWSTAVES

Draeliks who have proven their worth wield a *shadowstaff*, a weapon that channels cold, dark energy from the Negative Energy Plane. Many sages believe that sceaduinars gifted the arcane technology necessary to create these items to the draeliks to protect them from the predations of the Azlanti Star Empire. *Shadowstaves* function as both two-handed basic melee weapons and as small arms. A wielder must be proficient in small arms to use one as a ranged weapon without penalties and to gain the benefits of the Weapon Specialization feat with a *shadowstaff* used as a ranged weapon. These weapons use a special ammunition that is manufactured only on the worlds of the Shadari Confederacy (*Starfinder Core Rulebook* 468) and costs 160 credits for a 40-charge clip. Presented below are the statistics for a standard *shadowstaff*, used by advanced practitioners of the weapon's art, as well as the *lesser shadowstaff* used by those newly honored with the responsibility of bearing the symbolic weapon. While even more powerful versions of



RACIAL TRAITS

Ability Adjustments: +2 Con, +2 Wis, -2 Cha

Hit Points: 4

Size and Type: Draeliks are Medium humanoids with the draelik subtype.

Darkvision: Draeliks gain darkvision out to 60 feet.

Draelik Magic: Draeliks gain the spells listed below as spell-like abilities. The caster level for these effects is equal to the draelik's character level.

1/day—*wisp ally*

At will—*fatigue*, *ghost sound*

Lurker: Draeliks receive a +4 bonus to Stealth checks in dim light or darker conditions.

Necromancy Resistance: Draeliks receive a +2 racial bonus to saving throws against necromancy effects.

DRAElik

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the weapon exist, these are usually restricted to draelik high priests and other highly respected operatives of the draelik government.

SHADOWSTAFF

LEVEL 8

HYBRID ITEM PRICE 10,000 BULK 1

A *shadowstaff* is covered with fell symbols and is often surrounded by a dark nimbus of shadowy energy. As a basic two-handed melee weapon, a *shadowstaff* deals 2d6 bludgeoning, slashing, or piercing damage (your choice) as it manifests blades or spikes at will, and it has the block weapon special property. When a *shadowstaff* is used as a small arm, it has a range increment of 60 feet, and a single shot consumes 2 charges from its 40-charge capacity and deals 2d4 cold damage. Switching a *shadowstaff* from melee functionality to ranged functionality (or vice versa) is a swift action. Additionally, you can use a *shadowstaff* to create darkness, as per the universal creature rule, once per day (see page 153).

LESSER SHADOWSTAFF

LEVEL 2

HYBRID ITEM PRICE 500 BULK 1

A *lesser shadowstaff* is covered with fell symbols and crackles with dark energy. As a basic two-handed melee weapon, a *lesser shadowstaff* deals 1d4 bludgeoning, slashing, or piercing damage (your choice) as it manifests blades or spikes at will, and it has the block weapon special property. When used as a small arm, a *lesser shadowstaff* has a range increment of 30 feet, and a single shot consumes 1 charge from its 40-charge capacity and deals 1d4 cold damage. Switching a *lesser shadowstaff* from melee functionality to ranged functionality (or vice versa) is a swift action.

DRAGON



YOUNG ADULT
BLUE DRAGON
CR 11
XP 12,800

YOUNG ADULT BLUE DRAGON

XP 12,800

LE Huge dragon (earth)

Init +4; Senses blindsense 60 ft., darkvision 120 ft.;

Perception +20

Aura frightful presence (170 ft., DC 18)

CR 11

HP 183

DEFENSE

EAC 24; KAC 26

Fort +15; Ref +13; Will +13

DR 5/magic; Immunities electricity, paralysis, sleep

OFFENSE

Speed 40 ft., burrow 20 ft., fly 200 ft. (Ex, clumsy)

Melee bite +24 (4d6+19 P)

Multiattack bite +18 (4d6+19 P), 2 claws +18 (2d8+19 S), tail slap +18 (2d6+19 B)

Ranged aurora arc rifle +21 (2d12+11 E, critical arc 2d6)

Space 15 ft.; Reach 10 ft. (15 ft. with bite)

Offensive Abilities breath weapon (80-ft. line,

12d8 E, Reflex DC 18 half, usable every 1d4 rounds), crush (4d6+19 B)

Spell-Like Abilities (CL 11th; melee +24)

1/day—dimension door, overload systems (DC 17)

3/day—arcing surge (DC 16), discharge (DC 16), instant virus (DC 16), tongues

At will—recharge, see invisibility

STATISTICS

Str +8; Dex +0; Con +5; Int +3; Wis +3; Cha +3

Skills Acrobatics +25 (+17 when flying), Bluff +25, Computers +20, Engineering +20, Mysticism +20

Languages Auran, Common, Draconic, Terran

Other Abilities sound imitation

Gear aurora arc rifle with 4 high-capacity batteries (40 charges each)

ECOLOGY

Environment any

Organization solitary

SPECIAL ABILITIES

Sound Imitation (Ex) See Blue Dragon Template Graft on page 39.





DRAGON

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Dragons are powerful, reptilian creatures of high intelligence and ingenuity. The vast majority of dragons fall into one of two categories: chromatic or metallic (though other categories exist). Chromatic dragons (see below) are usually evil, while metallic dragons are generally good and strive to better society. Some dragons develop the ability to take on the form of a humanoid or other biped to better integrate themselves into a surrounding community. After hatching from large eggs, dragons mature through 12 age categories: wyrmling (CR 3–4), very young (CR 5–6), young (CR 7–8), juvenile (CR 9–10), young adult (CR 11–12), adult (CR 13–14), mature adult (CR 15–16), old (CR 17–18), very old (CR 19–20), ancient (CR 21–22), wyrm (CR 23–24), and great wyrm (CR 25).

Dragons in the Drakelands of Triaxus enjoy positions of rulership (often as CEOs) over the second-class humanoid citizens. Inveterate schemers, Triaxian dragons are always thinking ahead, and the risks involved in working for these dragons are matched only by the potential for lavish rewards.

CHROMATIC DRAGON TEMPLATE GRAFTS

Chromatic dragons use any means possible to amass personal wealth and power.

Black Dragon Template Graft

Black dragons are callous and enjoy using fear to exert their influence over others.

Required Creature Type: Dragon.

Suggested Alignment: Chaotic evil.

Traits: Water subtype; blindsense 60 feet and darkvision 120 feet; immunity to acid, paralysis, and sleep; DR 5/magic (CR 10+; increase to DR 10/magic at CR 12, DR 15/magic at CR 15, DR 20/magic at CR 17); SR 11 + CR (CR 10+); swim speed of 60 feet.

Abilities: Breath weapon (cone 15 feet + 5 feet per 2 CR, 1d6 A + 1d6 per CR), frightful presence (CR 11+, 60 feet + 10 feet per CR), spell-like abilities (CR 10+), swamp stride (see below).

Swamp Stride (Ex): A black dragon can move through bogs and quicksand without penalty at its normal speed.

Blue Dragon Template Graft

Stacking plans within plans, blue dragons obsessively dwell on their pet projects.

Required Creature Type: Dragon.

Suggested Alignment: Lawful evil.

Traits: Earth subtype; blindsense 60 feet and darkvision 120 feet; immunity to electricity, paralysis, and sleep; DR 5/magic (CR 11+; increase to DR 10/magic at CR 13, DR 15/magic at CR 15, DR 20/magic at CR 17); SR 11 + CR (CR 12+); burrow speed of 60 feet.

Abilities: Breath weapon (cone 15 feet + 10 feet per 2 CR, 1d8 E + 1d8 per CR), frightful presence (CR 9+, 60 feet + 10 feet per CR), spell-like abilities (CR 9+), sound imitation (see below).

Sound Imitation (Ex): A blue dragon can mimic any voice or sound it has heard by succeeding at a Bluff check opposed by a listener's Sense Motive check.

Green Dragon Template Graft

Of all the chromatic dragons, green dragons seem the most reasonable, but they will turn on their so-called allies at a moment's notice if profit is on the line.

Required Creature Type: Dragon.

Suggested Alignment: Lawful evil.

Traits: Air subtype; blindsense 60 feet and darkvision 120 feet; immunity to acid, paralysis, and sleep; DR 5/magic (CR 11+; increase to DR 10/magic at CR 13, DR 15/magic at CR 15, DR 20/magic at CR 17); SR 11 + CR (CR 11+); swim speed of 40 feet.

Abilities: Breath weapon (cone 15 feet + 5 feet per 2 CR, 1d6 A + 1d6 per CR), frightful presence (CR 9+, 60 feet + 10 feet per CR), spell-like abilities (CR 9+), water breathing, woodland stride (see below).

Woodland Stride (Ex): A green dragon can move through natural foliage at full speed without taking damage or suffering impairment. Areas of foliage that have been magically altered affect it normally.

Red Dragon Template Graft

Red dragons are quite imperious and brook no disrespect from lowly humanoids, but they can be swayed by copious amounts of groveling.

Required Creature Type: Dragon.

Suggested Alignment: Chaotic evil.

Traits: Fire subtype; blindsense 60 feet, darkvision 120 feet, and sense through (vision [smoke only]); immunity to fire, paralysis, and sleep; vulnerability to cold; DR 5/magic (CR 10+; increase to DR 10/magic at CR 12, DR 15/magic at CR 14, DR 20/magic at CR 16); SR 11 + CR (CR 12+).

Abilities: Breath weapon (cone 15 feet + 5 feet per 2 CR, 1d10 F + 1d10 per CR), frightful presence (CR 10+, 60 feet + 10 feet per CR), spell-like abilities (CR 10+).

White Dragon Template Graft

Similar to the terrain they prefer, white dragons appear cold and emotionless until angered.

Required Creature Type: Dragon.

Suggested Alignment: Chaotic evil.

Traits: Cold subtype; blindsense 60 feet, darkvision 120 feet, and sense through (vision [snow only]); immunity to cold, paralysis, and sleep; vulnerability to fire; DR 5/magic (CR 9+; increase to DR 10/magic at CR 12, DR 15/magic at CR 14, DR 20/magic at CR 16); SR 11 + CR (CR 12+); burrow speed of 30 feet and swim speed of 60 feet.

Abilities: Breath weapon (cone 15 feet + 10 feet per 2 CR, 1d6 C + 1d6 per CR), frightful presence (CR 10+, 60 feet + 10 feet per CR), icewalking (see below), spell-like abilities (CR 10+).

Icewalking (Ex): A white dragon can move across icy surfaces without penalty and doesn't need to attempt Acrobatics checks to run or charge on ice. In addition, a white dragon can climb icy surfaces as if under the effect of *spider climb*.

DRAGONKIN



DRAGONKIN
CR 9
XP 6,400

DRAGONKIN

XP 6,400

Dragonkin soldier

LN Large dragon

Init +6; **Senses** darkvision 60 ft., low-light vision;

Perception +17

DEFENSE

EAC 25; KAC 27

Fort +14; **Ref** +12; **Will** +10

Immunities fire, paralysis, sleep

OFFENSE

Speed 40 ft., fly 120 ft. (Ex, average)

CR 9

HP 142 RP 4

Melee thunderhead dragonglaive +22 (2d8+15 S & E) or bite +22 (2d6+15 P)

Ranged tactical magnetar rifle +18 (2d8+9 P)

Space 10 ft.; **Reach** 10 ft. (15 ft. with dragonglaive)

Offensive Abilities breath weapon (30-ft. cone, 9d6 F, Reflex

DC 16 half, usable every 1d4 rounds), charge attack, fighting styles (blitz, guard)

STATISTICS

Str +6; Dex +2; Con +5; Int +0; Wis +1; Cha +3

Skills Piloting +22, Intimidate +17, Acrobatics +17

Languages Common, Draconic

Other Abilities armor training, keep fighting (2d6+9 HP), partner bond

Gear advanced iridishell, tactical magnetar rifle with 50 longarm rounds, thunderhead dragonglaive with 1 battery (20 charges)

ECOLOGY

Environment any (Triaxus)

Organization solitary, bonded pair (1 and 1 partner), patrol (3–6 bonded pairs), wing (7–14 bonded pairs)

SPECIAL ABILITIES

Partner Bond (Ex) A dragonkin can form a permanent bond with one willing non-dragonkin creature. Once this bond is made, a dragonkin cannot form another partner bond unless its current partner dies. A dragonkin and its partner can communicate with each other as if they both had telepathy with a range of 100 feet. In combat, when a dragonkin is within 30 feet of its partner, both creatures roll initiative checks separately and treat the higher result as the result for both of them.

Native to Triaxus, dragonkin are smaller and more humanoid than their true dragon cousins, yet more intelligent than brutish drakes and wyverns. Even before the advent of the Gap, dragonkin had a long history of alliance with humanoids, specifically in a region on Triaxus called the Skyfire Mandate, where many dragonkin carried ryphorian riders into battle against the armies of the evil dragons in the Drakelands. With the formation of the Pact, however, the Drakelands' masters ramped back their cruelty to ostensibly legal levels; these dragons eschewed their expansionist wars in favor of biased laws, secret police forces, and corporate oligarchies. In the wake of this peace and the dawn of easily accessible space travel, the Skyfire Mandate's famed Dragon Legion was renamed the Skyfire Legion and found a new purpose as a spacefaring mercenary league that protects innocent colony worlds that are beyond the reach of the Pact's laws. Yet not all dragonkin and their bonded partners signed up to join the legendary militia's new crusade, and some instead took to the stars independently to find their own fortunes.



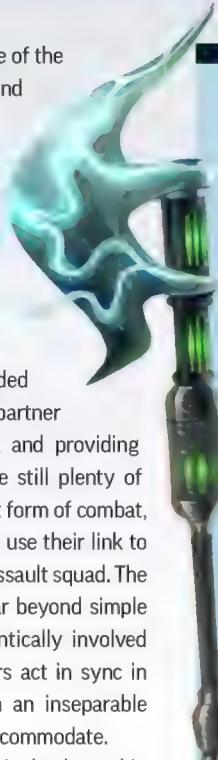
DRAGONGLAIVES (TWO-HANDED ADVANCED MELEE WEAPONS)

UNCATEGORIZED	LEVEL	PRICE	DAMAGE	Critical	BULK	SPECIAL
Dragonglaive, basic	4	2,000	1d8 S & E	—	2	Powered (capacity 20, usage 1), reach
Dragonglaive, thunderhead	8	9,000	2d8 S & E	—	2	Powered (capacity 20, usage 1), reach
Dragonglaive, stormstrike	12	34,000	3d8 S & E	—	2	Powered (capacity 20, usage 1), reach
Dragonglaive, skyshatter	16	160,000	8d8 S & E	—	2	Powered (capacity 20, usage 1), reach
Dragonglaive, wyrmlord	19	525,000	13d8 S & E	—	2	Powered (capacity 20, usage 1), reach

Probably the greatest distinguishing feature of the dragonkin is their near-magical ability to bond with a non-dragonkin partner, traditionally a ryphorian. Living and working together—and often training to complement each other in combat—a dragonkin and his partner can develop such a deep bond that they begin to literally read each other's thoughts, allowing them to act with perfect synchronization. On Triaxus, this historically resulted in bonded pairs known as dragonrider pairs: a humanoid partner riding into combat on the dragonkin's back and providing ranged and magical support. While there are still plenty of planet-dwelling pairs who practice this ancient form of combat, today, a dragonkin and his partner more often use their link to make an exceptional starship crew or ground assault squad. The bond between dragonkin and partner goes far beyond simple combat, however. While generally not romantically involved with each other, dragonkin and their partners act in sync in nearly every aspect of their lives and form an inseparable partnership that outside relationships must accommodate.

Life among the stars has led to variation within the dragonkin race, both culturally and genetically. While dragonkin adopted the use of armor, weapons, and other tools millennia ago, this reliance has accelerated dramatically in recent centuries. Dragonkin who remain on Triaxus and live according to tradition retain their abilities, yet those who make their homes in the cramped quarters of ships and space stations have a diminished ability to fly—a fact that drives a wedge between traditionalists and the newer breed, the latter of which claim that a good starship provides the only wings they need.

Dragonkin tend to be intimidatingly stoic to strangers but loyal and fun with their friends. While the Skyfire Legion has an unusually heroic code of ethics for a mercenary unit, dragonkin in general are no more good or evil than humans, finding their own religious or moral codes or simply doing whatever it takes to protect their friends and families. While legionaries don't like to admit it, many dragonkin (and even their humanoid partners) are perfectly happy working for the chromatic-run corporations on Triaxus, conducting shady operations and making sure humanoids in the Drakelands remain properly cowed. Dragonkin have a particularly complicated relationship with the vesk, as the normally aggressive reptilian race have ancient religious scriptures claiming that the spirits of the



RACIAL TRAITS

Ability Adjustments: +4 Str, -2 Dex

Hit Points: 6

Size and Type: Dragonkin are Large dragons with a space and reach of 10 feet.

Breath Weapon: As a standard action, a dragonkin can breathe a 30-foot cone of flame that deals 1d6 fire damage. At 3rd level, a dragonkin adds 1-1/2 × his character level to the damage. A creature in the cone can attempt a Reflex save for half damage (DC = 10 + half the dragonkin's character level + his Constitution modifier). A dragonkin can't use this ability again until he has taken a 10-minute rest to recover Stamina Points.

Draconic Immunities: Dragonkin are immune to sleep effects and gain a +2 racial bonus to saving throws against effects that cause paralysis.

Draconic Vision: Dragonkin gain darkvision with a range of 60 feet and low-light vision, meaning they can see in dim light as if it were normal light.

Flight: A dragonkin gains an extraordinary flight speed of 30 feet with average maneuverability. Until a dragonkin is 5th level, he must end his movement on the ground at the end of each turn or fall.

Partner Bond: See page 40.

Veskarium's greatest warriors would be reincarnated elsewhere in a form suspiciously similar to the dragonkin, and thus vesk have always treated dragonkin with respect and deference, even when their two systems were at war.

The average terrestrial dragonkin is 15 to 20 feet long and weighs roughly 2,000 pounds, while the spacefaring variety can be as small as half that size.

DRAGONGLAIVES

A modern take on the traditional weapon of the dragonkin, the dragonglaive is a polearm in which the large slashing blade is electrified via embedded circuitry. These weapons are generally so heavy that they can be used only by Large creatures or creatures with Strength modifiers of at least +4.

DRAGONKIN

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DROW



DROW ENFORCER
CR 1
XP 400

DROW ENFORCER**XP 400**

Drow soldier

CE Medium humanoid (elf)

Init +4; Senses darkvision 60 ft.; **Perception +10****DEFENSE****EAC 16; KAC 18****Fort +3; Ref +1; Will +3; +2 vs. enchantment****Immunities** sleep; **SR 7****Weaknesses** light blindness**OFFENSE****Speed** 25 ft.**Melee** standard taclash +5 (1d4+2 S)**Ranged** azimuth laser rifle +8 (1d8+1 F; critical burn 1d6) or

shock grenade I +8 (explode [15 ft., 1d8 E, DC 10])

Offensive Abilities create darkness, fighting styles (arcane assailant), rune of the eldritch knight**Spell-Like Abilities** (CL 1st)

At will—dancing lights, detect magic

STATISTICS**Str +1; Dex +4; Con +1; Int -1; Wis +0; Cha +1****Skills** Acrobatics +10, Intimidate +5, Stealth +5**Languages** Common, Drow

Gear lashunta ringwear I, azimuth laser rifle with 4 batteries (20 charges each),

shock grenades I (2), standard taclash

ECOLOGY**Environment** any

(Apostae)

Organization pair, patrol

(3–4), delegation (5–8 plus 1 drow noble arms dealer), or battalion (10–40)

DROW NOBLE ARMS DEALER CR 11**XP 12,800**

Drow envoy

CE Medium humanoid (elf)

Init +3; Senses darkvision

60 ft., detect magic;

Perception +26**DEFENSE** **HP 170** **RP 6**
EAC 26; KAC 28**Fort +10; Ref +12; Will +14; +2 vs. enchantments****Immunities** sleep; **SR 22****Weaknesses** light blindness**OFFENSE****Speed** 30 ft.**Melee** ultrathin longsword +19 (4d8+12 S)**CR 1****Ranged** LFD sonic pistol +21 (2d8+11 So; critical deafen [DC 20])**Offensive Abilities** create darkness, limning light**Spell-Like Abilities** (CL 11th)

1/day—dispel magic, suggestion (DC 19)

At will—dancing lights, flight (2nd-level)

Constant—detect magic

STATISTICS**Str +1; Dex +3; Con +1; Int +5; Wis +2; Cha +8****Skills** Bluff +21, Diplomacy +26, Intimidate +26, Sense

Motive +26, Stealth +21

Languages Abyssal, Aklo, Common, Drow, Eoxian**Other Abilities** envoy improvisations (hidden agenda, improved get 'em, improved hurry, quick dispiriting taunt)**Gear** kasatha microcord IV (electrostatic field mk 2, white force field [15 HP]), LFD sonic pistol with 2 super-capacity batteries (80 charges each), ultrathin longsword**ECOLOGY****Environment** any (Apostae)**Organization** solitary, pair, or delegation (1 plus 5–8 drow enforcers)**SPECIAL ABILITIES****Limning Light (Su)** As a standard action, a drow noble can cause all creatures and objects in a 5-foot-radius burst to shed a pale glow. Creatures outlined by the limning light take a -20 penalty to Stealth checks and don't benefit from the concealment usually provided by darkness. If an affected creature is benefiting from an effect such as invisibility, all others within line of sight of it become aware of its location (see page 260 of the *Starfinder Core Rulebook*). This effect lasts for a number of minutes equal to the drow noble's CR (11 minutes for a drow noble arms dealer). This ability has a range of 100 feet.

With purple skin and white hair, drow are physically beautiful but merciless.

Common drow form the majority of civilian and military forces and are governed by more powerful drow nobles. This strictly matriarchal culture leaves few opportunities for a common male, and training as an enforcer for a noble house or arms dealer is one of only a few ways



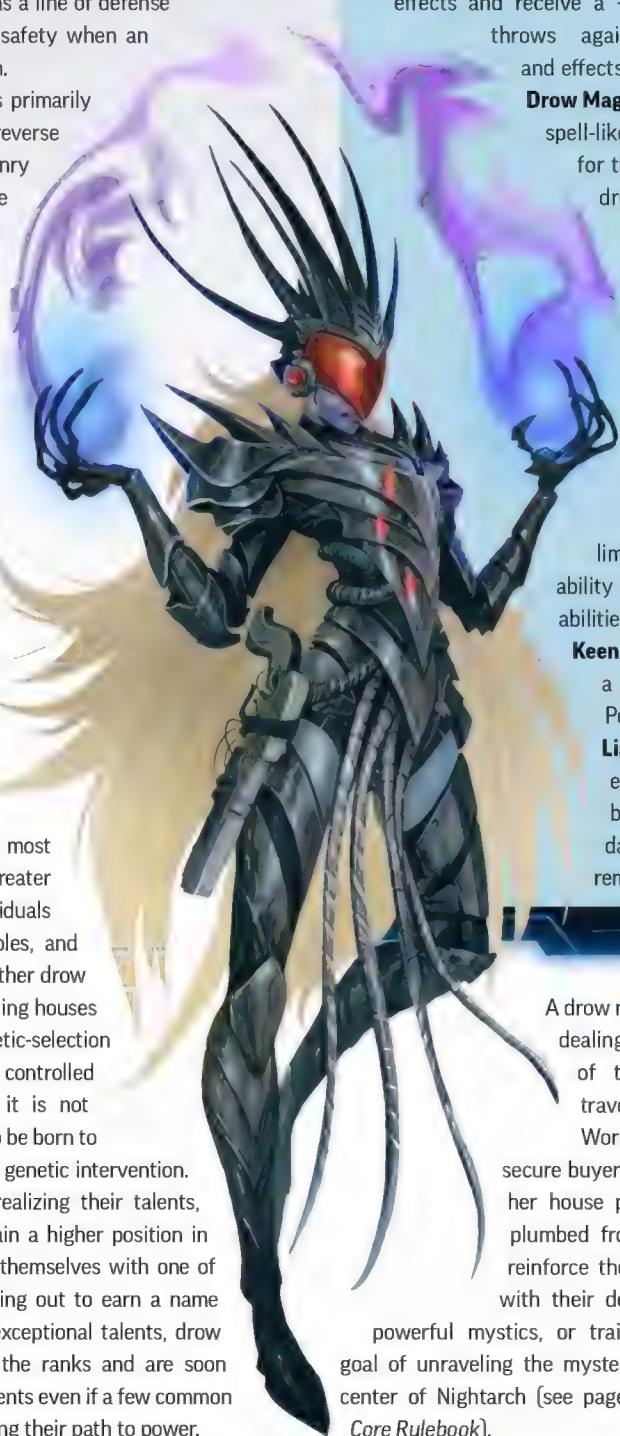


a drow male can secure a somewhat comfortable life—if not necessarily a long one.

Drow are ruthless opponents, having no qualms about setting ambushes or luring enemies to locations where they have the upper hand. They regard ideals such as fairness and honor as pathetic gestures of lesser races, and consider all who hold such beliefs deserving of exploitation. Drow have no compunction about using other races as slaves and minions, using them as cannon fodder when exploring potentially dangerous new locations or as a line of defense that allows drow to flee to safety when an encounter turns against them.

As their economy revolves primarily around retrieving, reverse engineering, and selling weaponry from the planet-ship they have claimed as their own, drow are known throughout the Pact Worlds for having some of the finest, most cutting-edge armaments available. Their soldiers specialize in the use of ranged weapons, favoring teamwork tactics to undermine their foes' defenses—though even an otherwise loyal sniper wouldn't hesitate to prioritize his personal vendetta and take advantage of a clear line of fire to a rival in the chaos of a firefight.

Some drow are born with gifts beyond those of most of their kind, including greater magical power. These individuals are referred to as drow nobles, and are most commonly born to other drow nobles within the powerful ruling houses through the aid of genetic-selection technology that is tightly controlled by those houses. However, it is not unheard of for a drow noble to be born to common parents without any genetic intervention. Such gifted progeny, upon realizing their talents, typically leverage them to gain a higher position in society, whether by aligning themselves with one of the powerful houses or striking out to earn a name for themselves. Given their exceptional talents, drow nobles quickly rise through the ranks and are soon recognized for their achievements even if a few common drow happen to disappear along their path to power.



RACIAL TRAITS

Ability Adjustments: +2 Dex, +2 Cha, -2 Con

Hit Points: 4

Size and Type: Drow are Medium humanoids with the elf subtype.

Darkvision: Drow have darkvision with a range of 60 feet.

Drow Immunities: Drow are immune to magical sleep effects and receive a +2 racial bonus to saving throws against enchantment spells and effects.

Drow Magic: Drow gain the following spell-like abilities. The caster level for these effects is equal to the drow's level.

At will—*dancing lights*, *detect magic*

In addition, drow count as having the Minor Psychic Power feat for the purpose of meeting prerequisites, and if a drow takes the Psychic Power feat, she can add the drow noble's limning light supernatural ability to the list of spell-like abilities available to her.

Keen Senses: Drow receive a +2 racial bonus to their Perception checks.

Light Blindness: A drow exposed to bright light is blinded for 1 round, and dazzled as long as she remains in areas of bright light.

A drow noble scion of a powerful arms-dealing house might lead a branch of the family arms dealership, traveling throughout the Pact Worlds and fledgling colonies to secure buyers for the advanced technology her house produces based on the relics plucked from their world. Other scions reinforce their noble houses' connections with their demon lord patrons, becoming powerful mystics, or train as technomancers with a goal of unraveling the mysteries of the portal-gate at the center of Nightharch (see pages 458–459 of the *Starfinder Core Rulebook*).

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ELECTROVORE



ELECTROVORE
CR 2
XP 600



ELECTROVORE

CR 2

XP 600

N Small magical beast

Init +4; Senses darkvision 60 ft., low-light vision;

Perception +12

HP 23 RP 3

DEFENSE

EAC 14; KAC 14

Fort +3; Ref +7; Will +1

Immunities electricity

OFFENSE

Speed 30 ft., fly 30 ft. (Ex, average)

Melee tail slap +9 (1d4+3 B; critical siphon)

Offensive Abilities electrical discharge (1d6+2 E plus staggered, Reflex DC 13 half)

STATISTICS

Str +1; Dex +4; Con +1; Int -4; Wis +2; Cha -1

Skills Acrobatics +7, Athletics +7, Stealth +12, Survival +12

ECOLOGY

Environment any

Organization solitary, pair, nest (3-12), or colony (13+)

SPECIAL ABILITIES

Electrical Discharge (Ex) As a standard action, an

electrovore can spend 1 Resolve Point to discharge some of its stored electrical energy as a powerful attack. All creatures within 10 feet of the electrovore take 1d6+2 electricity damage and are staggered for 1 round. A target can attempt a DC 13 Reflex save to take half this damage and negate the staggered effect.

Siphon (Ex) Whenever an electrovore scores a critical hit against a living creature, a construct with the technological subtype, or a technological piece of gear, it siphons off a portion of the target's electrical energy. This restores 1 Resolve Point (up to its maximum of 3).

Native to the wild planet of Verlorr, electrovores were on the verge of extinction as increased volcanic activity led to their swampy habitat's disappearance, and along with it the three-headed electric eels that provided them sustenance. When explorers from the Pact Worlds first arrived on Verlorr 2 decades ago, however, electrovores were given a new lease on life, as the travelers came on massive metal vessels coursing with the very nourishment the beasts sought. A few crept on board the various ships, and since then, "conduit rats" (as some spacefarers refer to them) have quickly multiplied, forming colonies of varying sizes everywhere from Absalom Station to the farthest reaches of the Vast.

An electrovore gains sustenance not from ingesting biological material but from the electrical currents that pulse through both mechanical devices and organic creatures. Xenobiologists have shown evidence that an electrovore's internal organs are unlike those of a normal animal—it has no stomach, no intestines, and no liver. Instead, every cell of the creature acts as a tiny battery, providing the necessary impulses to move its muscles and power brain functions. In essence, an electrovore is composed almost entirely of nervous system. The creatures have quickly adapted to the artificial habitats of starships and space stations that course with their nourishment.

With a serpentine body covered in sparking spines and sprouting a pair of leathery wings, a typical electrovore is 3 feet long and weighs 25 pounds. An electrovore has three bright-blue visual sensors: two flanking its head and



ELECTROVORE GLOVES (ONE-HANDED ADVANCED MELEE WEAPONS)

UNCATEGORIZED	LEVEL	PRICE	DAMAGE	CRITICAL	BULK	SPECIAL
Electrovore glove, static	2	750	1d6 P & E	Recharge 2	L	Powered (capacity 20, usage 1)
Electrovore glove, aurora	7	6,250	2d6 P & E	Recharge 2	L	Powered (capacity 20, usage 1)
Electrovore glove, storm	13	49,000	6d6 P & E	Recharge 4	L	Powered (capacity 40, usage 2)
Electrovore glove, tempest	18	375,000	12d6 P & E	Recharge 4	L	Powered (capacity 40, usage 2)

one situated on the bridge of its snout. Its wide mouth is full of sharp teeth, but it rarely uses them in combat, instead employing them to chew through wire casings. An electrovore prefers to slap and sting with its barbed tail when on the hunt.

A single electrovore poses little immediate threat to a starship or space station, but two or more reproduce at an alarming rate and can quickly overrun even the most experienced and best-equipped engineering team. The first signs of an electrovore infestation are usually power fluctuations in a remote, rarely traveled portion of a ship or decks already under repair or construction, but such deviations can be the result of anything from cosmic rays to a loose coupling or power being diverted to other systems. A gnawed cable or severed connector is generally the next indication of an electrovore's presence, but by then there are likely dozens and dozens of the creatures throughout the ship's crawlways, in its walls, and beneath its floors out of sight.

In their new habitats, electrovores are incredibly fecund, doubling in number in $1d6+5$ weeks (assuming there are two or more to begin with). If left unchecked, a handful of the creatures on a space station or large ship can eventually overwhelm the crew's capacity to deal with them. As such, malicious space pirates and saboteurs sometimes release a pair of electrovores into a closed environment to disable their enemies' vessels, distract from other threats or operations, or sink the economic or resale value of commercial operations or salvaged ships. However, the electrovores just as often disable the ships of these pirates and saboteurs, making this a risky and unreliable tactic.

In addition to the direct damage an electrovore colony can deal to a ship's infrastructure, it can also wreak havoc on the vessel's systems when threatened. Full of siphoned electrical energy, a startled or cornered electrovore discharges this stored potential, often resulting in even more damage to computer systems and organic matter than the creature could normally manage in twice the time. Luckily, it takes some time for an electrovore to gather enough energy to perform this devastating attack.

Larger starships generally have enough redundancies built into their construction that it takes much longer for electrovore infestations to disable their key systems, though a sizable enough colony of the creatures can unleash incredible destruction in a surprisingly short amount of time in the right conditions. Even a starship with one electrovore on it is in danger of eventually being incapacitated. For each period of time for each size of starship listed in the table



below, one of the vessel's systems (determined randomly) takes critical damage (*Starfinder Core Rulebook* 321). Of course, the more electrovores infesting a vessel, the faster they disable its systems, though it takes a minimum of 1 day for a starship to take a critical damage effect in this way.

STARSHIP SIZE	TIME
Tiny	1d6 days – 1 day/2 electrovores
Small	2d6 days – 1 day/3 electrovores
Medium	2d10 days – 1 day/6 electrovores
Large	4d8 days – 1 day/12 electrovores
Huge	6d10 days – 1 day/30 electrovores
Gargantuan	3d12 weeks – 1 week/50 electrovores
Colossal	4d6 months – 1 month/100 electrovores

ELECTROVORE GLOVES

With these battle gauntlets, enterprising weapon smiths have harnessed the electrovore's ability to conduct and siphon electrical energy. Using a combination of an electrovore's spines, conductive wiring, and miniaturized storage cells, electrovore gloves deliver electricity damage and can even drain electrical impulses from living creatures and robots with a critical hit.

Recharge: When the wielder scores a critical hit against a living creature or a construct with the technological subtype, the electrovore glove regains the listed number of charges (up to the weapon's maximum capacity).

ELECTROVORE

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ELEMENTAL



TINY ELEMENTAL
CR 1/3
XP 135

TINY ELEMENTAL CR 1/3
XP 135
N Tiny outsider (elemental, extraplanar)
Init +1; Senses darkvision 60 ft.; Perception +3

DEFENSE EAC 11; KAC 12
HP 6

OFFENSE
Speed 20 ft.
Melee slam +12 (1d6+7 B)

STATISTICS
Str +4; Dex +2; Con +1; Int –3; Wis +0; Cha +0
Skills Acrobatics +8, Athletics +8

SMALL ELEMENTAL CR 1
XP 400

SMALL ELEMENTAL CR 1
XP 400
N Small outsider (elemental, extraplanar)
Init +2; Senses darkvision 60 ft.; Perception +5

DEFENSE EAC 12; KAC 13
HP 20

OFFENSE
Speed 20 ft.
Melee slam +9 (1d6+5 B)

STATISTICS
Str +4; Dex +2; Con +1; Int –3; Wis +0; Cha +0
Skills Acrobatics +5, Athletics +5

MEDIUM ELEMENTAL CR 3
XP 800

MEDIUM ELEMENTAL CR 3
XP 800
N Medium outsider (elemental, extraplanar)
Init +2; Senses darkvision 60 ft.; Perception +8

DEFENSE EAC 14; KAC 16
HP 40



SMALL ELEMENTAL
CR 1
XP 400

MEDIUM ELEMENTAL
CR 3
XP 800

LARGE ELEMENTAL
CR 5
XP 1,600

HUGE ELEMENTAL
CR 7
XP 3,200

GREATER ELEMENTAL
CR 9
XP 6,400

ELDER ELEMENTAL
CR 11
XP 12,800

FORT +7; REF +5; WILL +2
Immunities elemental immunities

OFFENSE

Speed 20 ft.
Melee slam +12 (1d6+7 B)

STATISTICS
Str +4; Dex +2; Con +1; Int –3; Wis +0; Cha +0
Skills Acrobatics +8, Athletics +8

LARGE ELEMENTAL CR 5
XP 1,600

LARGE ELEMENTAL CR 5
XP 1,600
N Large outsider (elemental, extraplanar)
Init +3; Senses darkvision 60 ft.; Perception +11

DEFENSE EAC 17; KAC 19
HP 70

OFFENSE
Speed 20 ft.
Attack slam +15 (1d6+10 B)
Space 10 ft.; Reach 10 ft.

STATISTICS
Str +5; Dex +3; Con +2; Int –3; Wis +0; Cha +0
Skills Acrobatics +11, Athletics +11

HUGE ELEMENTAL CR 7
XP 3,200

HUGE ELEMENTAL CR 7
XP 3,200
N Huge outsider (elemental, extraplanar)
Init +4; Senses darkvision 60 ft.; Perception +14

DEFENSE EAC 19; KAC 21
HP 105

OFFENSE
Speed 20 ft.
Melee slam +18 (2d6+12 B)
Space 15 ft.; Reach 15 ft.

STATISTICS
Str +5; Dex +4; Con +2; Int –3; Wis +0; Cha +0
Skills Acrobatics +14, Athletics +14

GREATER ELEMENTAL CR 9
XP 6,400

GREATER ELEMENTAL CR 9
XP 6,400
N Huge outsider (elemental, extraplanar)
Init +4; Senses darkvision 60 ft.; Perception +17

DEFENSE EAC 22; KAC 24
HP 145

OFFENSE
Speed 20 ft.

Melee slam +22 (2d10+15 B)

Space 15 ft.; Reach 15 ft.

STATISTICS

Str +6; Dex +4; Con +3; Int -3; Wis +0; Cha +0

Skills Acrobatics +17, Athletics +17

ELDER ELEMENTAL

CR 11

XP 12,800

N Huge outsider (elemental, extraplanar)

Init +5; Senses darkvision 60 ft.; Perception +20

DEFENSE

EAC 24; KAC 26

Fort +15; Ref +13; Will +10

DR 10/—; Immunities elemental immunities

OFFENSE

Speed 20 ft.

Multiattack slam +24 (4d6+11 B)

Space 15 ft.; Reach 15 ft.

STATISTICS

Str +8; Dex +5; Con +3; Int -3; Wis +0; Cha +0

Skills Acrobatics +20, Athletics +20

An elemental is a creature native to one of the four Elemental Planes that is composed entirely of that plane's element. They are usually encountered alone or in groups of 2 to 8. The statistics for an elemental can be generated using one of the stat blocks above plus one of the four following grafts.

ELEMENTAL GRAFTS

The four types of elementals are listed below.

Required Creature Type: Outsider;
Required Creature Subtype: Elemental.

Air Elemental Graft

Beings of living wind, air elementals originate from the Elemental Plane of Air.

Traits: Air subtype, supernatural fly speed of 100 feet (perfect); **Abilities:** Air mastery (see below), whirlwind (see page 158); **Feats:** Flyby Attack; **Languages:** Auran.

Air Mastery (Ex): Airborne creatures take a -1 penalty to attack and damage rolls against an air elemental.

Earth Elemental Graft

Hailing from the Elemental Plane of Earth, earth elementals are ponderous and obstinate.

Traits: Earth subtype, blindsense (vibration) 60

feet, burrow speed of 20 feet; **Abilities:** Earth glide, earth mastery (see below); **Languages:** Terran.

Earth Mastery (Ex): An earth elemental gains a +1 bonus to attack and damage rolls if both it and its foe are touching the solid surface of a planet or an asteroid. If an opponent is airborne or waterborne, the elemental takes a -2 penalty to attack and damage rolls. These modifiers apply to initiating or resisting bull rush combat maneuvers.

Fire Elemental Graft

Born of the twisting flames of the Elemental Plane of Fire, fire elementals are nimble and impatient.

Traits: Fire subtype, a +4 bonus to initiative checks, speed increases by 30 feet, immunity to fire and vulnerability to cold; **Abilities:** Burning strikes (see below); **Feats:** Mobility; **Languages:** Ignan.

Burning Strikes (Ex): A fire elemental's slams deal half fire damage and half bludgeoning damage. In addition, on a critical hit, the fire elemental's strikes deal an amount of burn damage based on the creature's CR, as listed in the table below.

CR	BURN DAMAGE
1-5	1d4
6-10	2d4
11-15	3d4
16+	4d4

Water Elemental Graft

Composed of either freshwater or salt water, these elementals hail from the Elemental Plane of Water.

Traits: Water subtype, swim speed of 90 feet; **Abilities:** Drench (see below), vortex, water mastery (see below); **Languages:** Aquan.

Drench (Ex): A water elemental's touch douses large or smaller nonmagical flames. The outsider can dispel magical fire it touches as per *dispel magic* (caster level = the elemental's CR).

Water Mastery (Ex): Waterborne creatures take a -1 penalty to attack and damage rolls against a water elemental.

ELLOCOTH



ELLOCOTH
CR 9
XP 6,400

ELLOCOTH**XP 6,400**

N Gargantuan magical beast

Init +0; Senses blindsense (life) 60 ft., low-light vision;**Perception +22****Aura** radiation (30 ft., DC 17)**CR 9****HP 145****DEFENSE****EAC 22; KAC 24****Fort +13; Ref +13; Will +8****OFFENSE****Speed** 50 ft.**Melee** gore +22 (2d10+15 P) or soul drain +22 (see below)**Space** 20 ft.; **Reach** 20 ft.**STATISTICS****Str +6; Dex +0; Con +4;****Int -3; Wis +3; Cha +2****Skills** Athletics +17, Intimidate +17, Survival +17**Languages** Eoxian (can't speak any language)**Other Abilities** no breath**ECOLOGY****Environment** any plains or deserts (Eox)**Organization** solitary, pair, or herd (3-6)**SPECIAL ABILITIES**

Aura of Radiation (Ex) Due to the environments in which they live, ellicoths absorb extreme levels of radiation, and have evolved the ability to store and redirect this energy without being harmed by it. An ellicoth emanates medium radiation out to 15 feet and low radiation for an additional 15 feet.

Soul Drain (Su) As a standard action, an ellicoth can make an attack with its trunks against the KAC of a single living or undead target within its reach. If struck, the target takes 3d6+9 bludgeoning damage and is staggered for 1 round; the target can attempt a DC 16 Fortitude save to halve the damage and negate the staggered condition. If the target takes Hit Point damage, the ellicoth regains a number of Hit Points equal to that amount, up to its maximum.



Standing 50 feet tall and weighing upward of 30 tons, an ellicoth resembles a strange two-trunked elephant perched on incongruously narrow, stilt-like legs. Its stocky body is covered with horns and growths, and its skin is heavily blistered and cracked from the radiation it absorbs and stores within itself, making it appear perpetually raw and burned. While some of this radiation comes from the cosmic rays that bombard Eox's surface due to its lack of a protective atmosphere, even more of it is absorbed from Eox's wastelands, as the creatures seem mysteriously drawn to those regions still heavily radioactive from the cataclysm that ravaged Eox ages ago.

Records from the bone sages report that ellicoths predate the nuclear disaster that befell Eox, indicating that at one point ellicoths were gentle herbivores whose long legs and lithe trunks allowed them to safely reach the luscious fruits atop tall spike-trunked jicobalan trees. During the disaster, however, several herds were caught in the backlash of magical energy, causing them to mutate. Today, the mournful ellicoths no longer eat vegetation or even breathe like normal animals. Instead, they siphon vital energy directly from other creatures and use it to sustain their own agonized existences. Ellicoths can survive just as easily on the necromantic energies that animate undead as on the soul energy of living creatures, and most of their diet consists of ghosts, zombies, and other spontaneously generated undead in Eox's wastelands. Occasionally, however, a stampede of desperate or enraged ellicoths will crash through the protective walls around Eoxian settlements and gorge in a feeding frenzy until the local military can mobilize to bring them down. While the bone sages are thus careful to keep local ellicoth populations in check, driving the most aggressive populations out into the distant wastes, most see the advantage of keeping a few



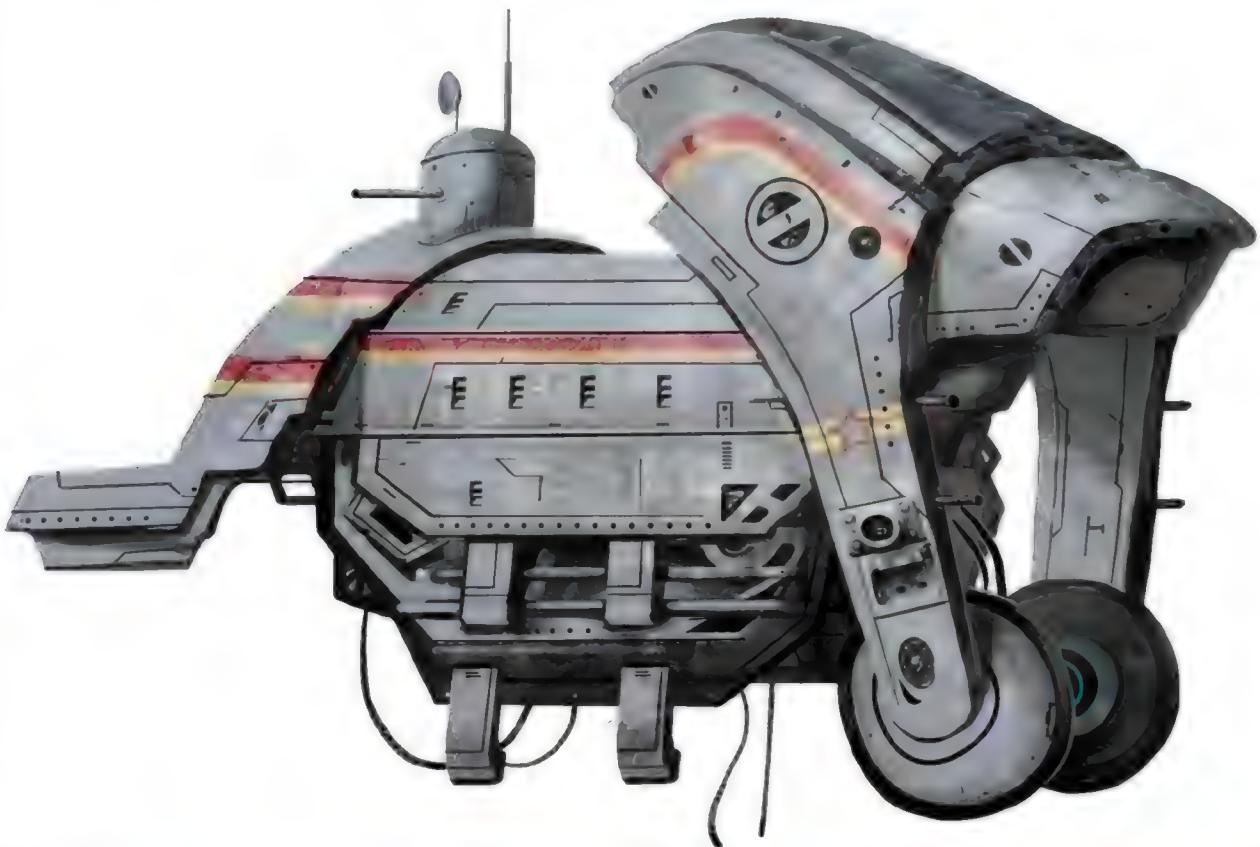
around to remind citizens that even the undead need the protection of a strong government.

Not all bone sages are content to let ellicoths remain wild, however. Continuing a tradition that stretches back even before the Gap, several bone sages still employ fearsome ellicoth cavalries in their militias. From armored howdahs built onto and around the horns atop the creatures' broad backs, undead soldiers immune to ellicoths' aura of radiation rain destruction down on their opponents, guiding the beasts through magic or direct neurotech linkages. Despite the expense of keeping the creatures and the advantages presented by more conventional vehicles, ellicoths' ability to completely devour an opponent's life force doubles as a useful psychological weapon, and their spindly legs can support a surprising amount of weight, allowing for thick armor plates to be affixed to their hide or heavy weapons to be mounted on their horns.

Ellicoths are mammalian and give birth to live young one at a time, which mature to full size within a few years and can live for centuries. Rather than having a designated leader, each herd tends to follow whichever adult member is moving with the most purpose at any given time, leading to chaotic and unpredictable movements when threatened. Ellicoth corpses are extremely rare; when an ellicoth grows old and its internal organs begin to fail, it instinctively leaves the herd and heads for the most powerful source of radiation in the area—usually the center of a radioactive waste—and proceeds to lie down and sing its dirges loudly

and continually until its body finally gives out. Once it does, unknown processes within its cells, possibly related to the storage of radiation, cause the corpse to suddenly and dramatically break down, transforming the creature into a puddle of radioactive ooze within hours.

While their docile wandering punctuated by occasional feeding frenzies leads people to dismiss ellicoths as brutes, they're significantly smarter than most give them credit for. Although unable to speak, they still manage to understand rudimentary language when exposed to it regularly, and those few naturalists or trainers who've interacted extensively with them believe them to have significantly more complicated inner lives than ordinary animals. Attempts to decipher their haunting bellows, which rumble through the ground and the planet's poisoned remnants of an atmosphere, have so far failed to reveal any natural language among the creatures, but ellicoths instructed in Eoxian and presented with words and pictograms to point at with their trunks have revealed a startling discovery. Though lacking the consciousness necessary for even an oral history, ellicoths maintain a racial memory of the planet's destruction and the time before it, describing a deep-seated sadness at the way things are and a longing for a time of green fields and tall trees—a time no living ellicoth has ever known. How exactly this memory has been passed down remains a mystery, and the ellicoths themselves have no sense of what it means, other than to repeatedly point to the word "waiting."



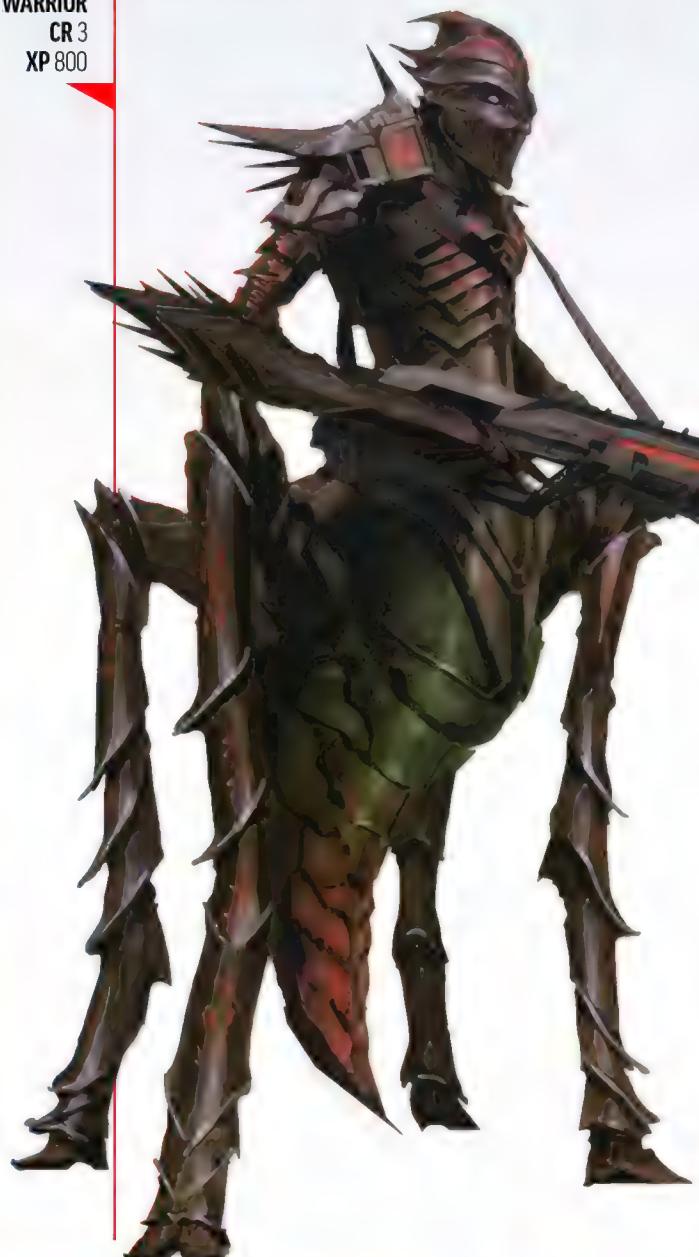
FORMIAN



FORMIAN WORKER
CR 1/2
XP 200



FORMIAN WARRIOR
CR 3
XP 800

**FORMIAN WORKER**

CR 1/2

XP 200

LN Small monstrous humanoid

Init +2 (+6 with hive mind); **Senses** blindsense (scent) 30 ft., darkvision 60 ft.; **Perception** +4 (+8 with hive mind)**DEFENSE****EAC** 10; **KAC** 11**Fort** +2; **Ref** +2; **Will** +2**Resistances** sonic 10**OFFENSE****Speed** 40 ft., burrow 10 ft.**Melee** bite +5 (1d4+3 P)**HP** 12**Ranged** survival flare gun +3 (1d3 F; critical burn 1d6)**STATISTICS****Str** +3; **Dex** +2; **Con** +1; **Int** +0; **Wis** +0; **Cha** -1**Skills** Athletics +9, Engineering +9, Physical Science +4, Profession (miner) +9, Survival +4**Languages** Common; limited telepathy 60 ft.**Other Abilities** able assistant, hive mind, peerless bearer**Gear** survival flare gun with 10 flares**ECOLOGY****Environment** any land or underground (Castrovel)**Organization** solitary, work crew (6-12), or band (3-15 plus 5-8 formian warriors)**SPECIAL ABILITIES****Able Assistant (Ex)** When supporting an ally within range of its limited telepathy through covering fire, harrying fire, or the aid another action, a formian worker provides a +4 bonus to its ally's AC, attack roll, or skill check instead of the normal +2 bonus.**Hive Mind (Ex)** Formians operate from a shared hive intelligence that allows them to communicate nearly instantaneously. While within telepathic range of at least one other formian with this ability, a formian gains a +4 bonus to initiative and Perception checks. If one formian is aware of a combatant, all members of the hive mind within range are aware of it, and a member of the hive mind cannot be surprised unless all members within range are surprised. If one member of the hive mind succeeds at a Will save to disbelieve an illusion effect, all members of that hive mind within telepathic range also disbelieve the effect.**Peerless Bearer (Ex)** Formian workers are bred for heavy labor. A formian worker can carry 5 additional bulk beyond the normal limits for its Strength before becoming encumbered or overburdened.**FORMIAN WARRIOR**

CR 3

XP 800

Formian soldier

LN Medium monstrous humanoid

Init +2 (+6 with hive mind); **Senses** blindsense (scent) 30 ft., darkvision 60 ft.; **Perception** +8 (+12 with hive mind)**DEFENSE****EAC** 17; **KAC** 20**Fort** +5; **Ref** +3; **Will** +4**Resistances** sonic 10**OFFENSE****Speed** 40 ft.**Melee** claw +11 (1d6+7 S) or

stinger +11 (1d4+7 P plus formian toxin; see page 51)

Ranged azimuth laser rifle +8 (1d8+3 F; critical burn 1d6)**Offensive Abilities** deadly grasp, fighting styles (guard)



STATISTICS

Str +4; Dex +2; Con +1; Int +0; Wis -1; Cha +0

Skills Acrobatics +13, Intimidate +8, Stealth +8

Languages Common; limited telepathy 60 ft.

Other Abilities armor training, hive mind

Gear squad defiance series, azimuth laser rifle with 2 batteries (20 charges each)

ECOLOGY

Environment any land or underground (Castrovel)

Organization solitary, pair, patrol (3-12), or band (5-8 plus 3-15 formian workers)

SPECIAL ABILITIES

Deadly Grasp (Ex) When a formian warrior succeeds at a combat maneuver to maintain a grapple, it can make a melee attack with its stinger as a move action.

Hive Mind (Ex) See page 50.

FORMIAN TOXIN

Type poison

(injury); **Save**

Fortitude DC 12

Track Dexterity;

Frequency 1/round
for 6 rounds

Cure 1 save

Formians resemble giant ants with humanoid upper bodies, and carve their chitinous plates with insignias reflecting their individual names and achievements. Members of a hive all share a telepathic link, allowing them to coordinate efficiently.

Within a hive are castes specialized to particular tasks. The queen leads the hive and is its sole means of propagation, while castes like the aristocratic myrmarchs and mercantile taskmasters direct lower castes like warriors and workers.

Formian workers are the backbone of hive labor and hatched in large clutches—many workers never gain a name beyond their number within the clutch. While strong, they typically flee combat unless ordered to fight. Formian warriors, by contrast, are fierce sterile females, each with a stronger individual identity to allow for more effective battle tactics. This individualism makes warriors more likely to chafe under strict hive hierarchies, and these are the formians most likely to set out on their own.

Formians are most common on Castrovel. For millennia they sought to eradicate the lashunta, their traditional foes, but their queens now instead focus on adopting other species' technology to industrialize their traditional hive societies.

RACIAL TRAITS

Ability Adjustments: +2 Str, +2 Con, -2 Wis

Hit Points: 4

Size and Type: Formians are Medium monstrous humanoids.

Formian Senses: Formians have darkvision with a range of 60 feet, and they have blindsense (scent) with a range of 30 feet.

Limited Telepathy: Formians can communicate telepathically with any creatures within 30 feet with whom they share a language.

Natural Weapons: Formians are always considered armed. They can deal 1d3 lethal piercing damage with unarmed strikes, and those attacks don't count as archaic. Formians gain a unique weapon specialization with their natural weapons at 3rd level, allowing them to add 1-1/2 × their character level to their damage rolls for their natural weapons (instead of just adding their character level).

Sonic Resistance: Thanks to the chitinous plates that cover them, formians have sonic resistance 5.



FORMIAN

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FRUJAI



FRUJAI COLONY
CR 19
XP 204,800

FRUJAI SOLDIER
CR 12
XP 19,200

FRUJAI COLONY**XP 204,800**

N Colossal plant

Init +0; Senses low-light vision; **Perception +32****DEFENSE**

EAC 31; KAC 33

Fort +22; Ref +15; Will +20**Defensive Abilities** absolute gravity; **Immunities** plant immunities**OFFENSE****Speed** 30 ft., climb 20 ft.**CR 19****HP 420****RP 6****Melee** bite +33 (6d10+29 P) or

slam +33 (4d12+29 B)

Multiattack bite +27 (6d10+29 P), 2 slams +27 (4d12+29 B)**Ranged** gravity thrust +30 (8d8+19 force)**Space** 30 ft.; **Reach** 30 ft.**Offensive Abilities** gravity control, slough minion**STATISTICS****Str +10; Dex +0; Con +9; Int +2; Wis +4; Cha +9****Skills** Intimidate +37, Life Science +32, Survival +32**Languages** Frujai; telepathy 300 ft.**ECOLOGY****Environment** any forests (Orikolai)**Organization** solitary or communion (2-5)**SPECIAL ABILITIES**

Absolute Gravity (Su) A frujai colony is able to control its apparent mass through a combination of organelles and psychic commands. It gains a +4 bonus to its KAC against bull rush, reposition, and trip combat maneuvers. Furthermore, it can ignore the effect of supernatural gravity effects such as *control gravity* and can always behave as though natural gravity conditions were up to two steps stronger or weaker.

Gravity Control (Su) A frujai colony can control gravity in a variety of ways. At the beginning of its turn, a colony selects two of the following five abilities that it can use before the beginning of its next turn. By spending 1 Resolve Point, a colony can select three of the abilities that round instead. If a colony has a sustained ability active (such as flight or gravity field) and does not select that as one of its abilities for the turn, that effect ends immediately.

Flight: As a free action, the frujai colony gains an extraordinary fly speed of 40 feet (poor maneuverability). When this ability ends, the colony descends gently at a rate of 60 feet per round and takes no damage when it lands.

Gravity Field: The frujai colony can create a zone of abnormal gravity as a standard action, as per *control gravity* (CL 19th). A colony can maintain only one such effect at a time, and the abnormal gravity field ends if it uses this ability again.

Gravity Shield: The frujai colony combines levitating improvised shields with pulses of gravity to deflect attacks, gaining a +4 bonus to its AC.

Gravity Thrust: The frujai colony can use its gravity thrust attack. This is a ranged attack against EAC with a maximum range of 200 feet and no range increment.

Gravity Wave: As a standard action, the frujai colony can unleash a wave of force in a 60-foot cone that deals 8d6+17 bludgeoning damage to each creature in the





FRUJAI

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area and pushes affected creatures 10 feet away from the colony. A target can attempt a DC 24 Reflex save to halve the damage and negate the movement.

Slough Minion (Ex) A frujai colony can sprout frujai soldiers (see below) naturally in a process that takes several weeks, but as a full action, a colony can expend 1 Resolve Point to create a temporary frujai soldier in an adjacent space; the soldier can act immediately. A temporary soldier remains animate for 1 hour before crumbling.

FRUJAI SOLDIER

CR 12

XP 19,200

N Large plant

Init +2; Senses low-light vision; Perception +22

DEFENSE

EAC 26; KAC 28

HP 210

Fort +16; Ref +14; Will +11

Defensive Abilities absolute gravity;**Immunities** plant immunities

OFFENSE

Speed 30 ft., climb 20 ft.

Melee slam +25 (6d4+20 B)

Ranged gravity anchor +22

(6d4+12 force plus reposition or trip)

Space 10 ft.; Reach 10 ft.

Offensive Abilities

colony guard

STATISTICS

Str +8; Dex +2;

Con +5; Int -1; Wis +2;

Cha +2

Skills Intimidate +27, Stealth +22, Survival +22

Languages Frujai; telepathy 100 ft.

ECOLOGY

Environment any forests (Orikolai)

Organization solitary or squad (2-8)

SPECIAL ABILITIES

Absolute Gravity (Su) See page 52.

Colony Guard (Ex) Whenever a frujai colony takes damage, all frujai soldiers within 300 feet gain a +4 morale bonus to attack rolls and a 10-foot bonus to their base speed for 1 round.

Gravity Anchor (Su) A frujai soldier can create violent fluctuations in gravity as a ranged attack against EAC with a 150-foot range and no range increment. If the attack hits, the soldier can attempt either a reposition or a trip combat maneuver against the target as a free action, using its gravity anchor's attack bonus of +4 to perform the maneuver. When repositioning a creature in this way, the frujai soldier can move the target up to 10 feet from its original position.

On the toroid-shaped world of Orikolai, dramatic fluctuations of gravity, light, and temperature are commonplace. Sentient fungi known as frujais are among the most successful of the planet's inhabitants, having developed not only a seasonal life cycle but also biological and psychic means of overcoming different gravity levels. Frujais function much like ants, with the colony's living hub spawning hundreds of simple workers and soldiers to sustain it. During Orikolai's frigid winters, frujais hibernate, awakening at the first signs of spring to blanket their territory in spores that take root in the thawing corpses of any animals that didn't survive the cold. If not enough corpses are available, the colony begins to hunt aggressively, attacking whatever living organisms it comes across.

The immature drones that sprout from these infested cadavers (use the statistics for a frujai soldier above, without the colony guard ability) wander through unclaimed territory, scavenging and hunting to grow strong. In early autumn, the drones convene and mate in roiling ligneous mats, during which they spar with and even consume one another. Those that survive the process disperse to pursue migratory herds or shadow large prey back to the latters' winter lairs, eating and killing as much as possible in order to stockpile as much nutrition as they can. They then consume these stores over the winter months, growing to their colossal mature size and metamorphosing into fully functional frujai colonies. Both colonies and the individual soldiers they spawn as guardians use their mastery of gravity to collect stones and other objects, which constantly orbit them and represent their only concessions to wealth or vanity.

Despite their strange shapes, frujai colonies and soldiers are surprisingly intelligent. Frujais see themselves as ecological caretakers, weeding out the weak and clearing the path for stronger creatures. Several attempts at settling Orikolai have failed when frujais interpreted the settlements as well-stocked larders of weak-willed flesh. Larger frujai colonies sometimes entertain interviews with avid xenobiologists, though the dialogues are as likely to descend into ravenous feasting upon the scholars as they are to explore the deep philosophical musings that occupy the frujais the rest of the time.



GOBLIN, SPACE



SPACE GOBLIN ZAPERATOR
CR 1/3
XP 135

SPACE GOBLIN HONCHOHEAD
CR 2
XP 600

SPACE GOBLIN ZAPERATOR

XP 135

NE Small humanoid (goblinoid)

Init +3; **Senses** darkvision 60 ft.; **Perception** +3

DEFENSE

EAC 11; **KAC** 12

Fort +0; **Ref** +2; **Will** +2

OFFENSE

Speed 35 ft.

Melee dogslicer +0 (1d4 S)

Ranged unstable junklaser +3 (1d4 F; critical burn 1d4)

Offensive Abilities tinker

CR 1/3

HP 6

STATISTICS

Str +0; **Dex** +3; **Con** +0; **Int** +1; **Wis** +0; **Cha** +0

Skills Computers +7, Engineering +7, Stealth +7, Survival +3

Languages Common, Goblin

Gear tattered flight suit, dogslicer, unstable junklaser with 1 battery (20 charges)

ECOLOGY

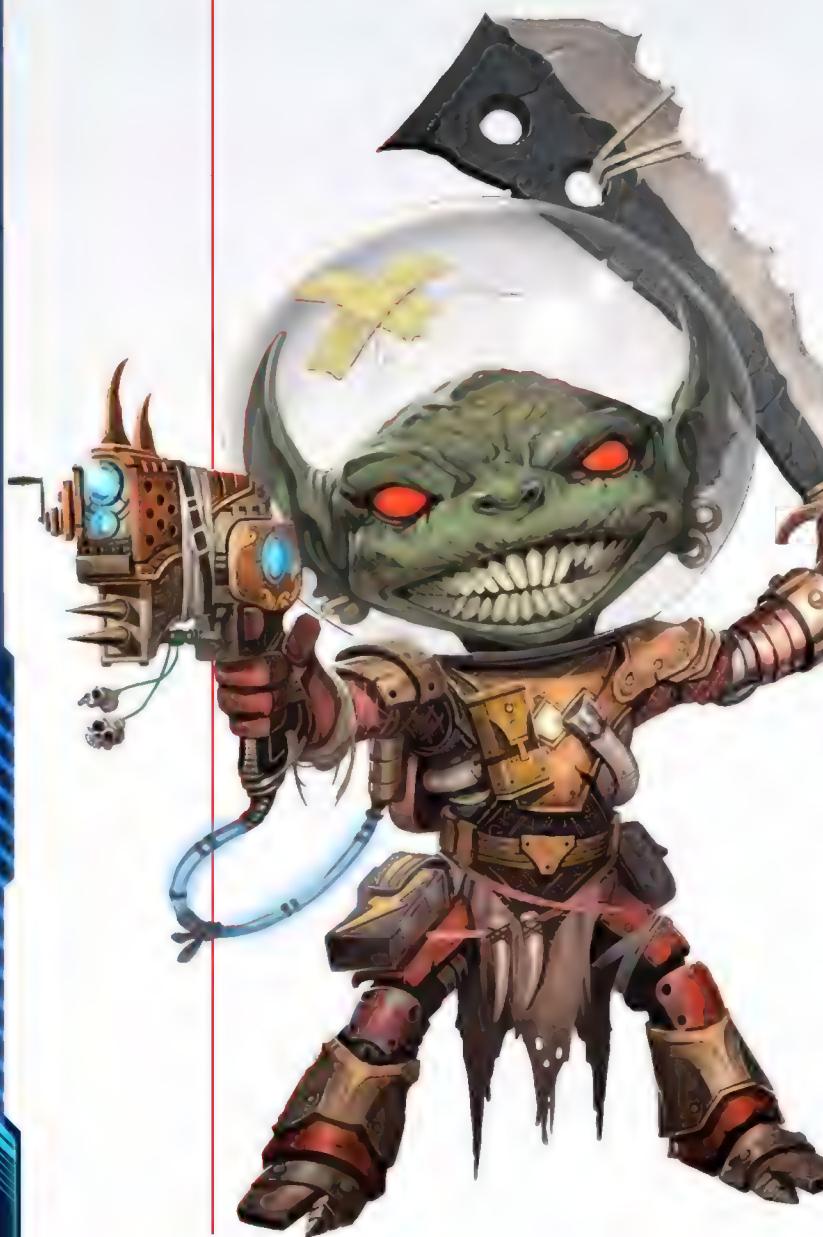
Environment any

Organization gang (4–12) or tribe (13+ plus 13+ noncombatants, 1 honchohead of CR 2–3, and 5–6 alien pets)

SPECIAL ABILITIES

Tinker (Ex) As a move action, a space goblin can remove the penalties associated with the broken condition from a single piece of equipment until the start of his next turn. The item then becomes unusable for 10 minutes (and retains the broken condition after that until it is fixed).

Unstable Junklaser (Ex) A space goblin's laser pistol is crafted from a mishmash of broken casings, leaking energy cells, and other random material. A junklaser is similar to an azimuth laser pistol, except it has a range of only 60 feet. If the wielder of a junklaser rolls a natural 1 when attacking with it, he must immediately attempt a DC 18 Engineering check. Success means that the junklaser gains the broken condition. Failure means that the gun explodes in 1d3–1 rounds, functioning as a concussion grenade (explode [20 ft., 1d8 B, DC 10]); a result of 0 rounds means the junklaser explodes immediately—randomly determine the corner of the wielder's square that is the center of the burst. A thrown junklaser has the same range increment as a grenade.



SPACE GOBLIN HONCHOHEAD

CR 2

XP 600

NE Small humanoid (goblinoid)

Init +4; **Senses** darkvision 60 ft.; **Perception** +7

DEFENSE

EAC 14; **KAC** 15

Fort +1; **Ref** +3; **Will** +5

OFFENSE

Speed 35 ft.

Melee dogslicer +6 (1d4+2 S)

Ranged unstable junklaser +9 (1d4+2 F; critical burn 1d4)

Offensive Abilities disturbing screech, tinker

STATISTICS

Str +0; **Dex** +4; **Con** +1; **Int** +2; **Wis** +0; **Cha** +0

Skills Computers +12, Intimidate +12, Piloting +7, Stealth +12

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RULES**Languages** Common, Goblin**Gear** tattered estex suit, dogslicer, junklaser with 2 batteries (20 charges each)**ECOLOGY****Environment** any**Organization** tribe (1 plus 13+ zaperators, 13+ noncombatants, and 5–6 alien pets)**SPECIAL ABILITIES**

Disturbing Screech (Ex) As a standard action, a space goblin honchohead can let out a screech that puts all non-goblinoid creatures within 30 feet on edge. Each affected creature must succeed at a DC 13 Will saving throw or gain the off-target condition for 1d4 rounds. Whether successful or not, a creature can't be affected by the same space goblin honchohead's disturbing screech for 24 hours. This is a mind-affecting, sense-dependent effect.

Tinker (Ex) See page 54.**Unstable Junklaser (Ex)** See page 54.

Goblin legend claims that long ago, a tribe of surprisingly clever goblins stowed away on a spacecraft that left Golarion and made its way to Absalom Station, where the goblins infiltrated the station's worst neighborhoods and set up camps in its engineering passages. Over time, the goblins learned to build weapons and armor from scavenged parts, though many of their efforts are prone to exploding at the slightest provocation. While space goblins have since managed to hijack other ships and spread to the stars, nowhere are they as prevalent as on Absalom Station—a fact for which all other worlds that are familiar with space goblins are extremely grateful.

Thanks to the goblins' rapid reproduction rate, many generations have passed since those first goblins came to Absalom Station. Fluctuating gravity, an entirely new diet, and the occasional radiation leak have made space goblins a distinct offshoot species from Golarion's goblins. They are a bit more intelligent, instinctively able to take apart technology and rebuild it to suit their strange whims. They are quicker as well, scuttling rapidly into nearby ventilation ducts after swiping unattended datapads or laser pistols.

While some space goblins still worship the goblin hero-gods of old, partially adapting their dogma to fit their current lifestyle, many more revere Triune, the machine god. Their innate aptitude for using technology (without knowing how it actually works) leads them to believe that Triune has a plan for them. Some even think it will lead them to some kind of scavenging paradise, where every dawn will bring a

**RACIAL TRAITS****Ability Adjustments:** +4 Dex, -2 Cha**Hit Points:** 2

Size and Type: Space goblins are Small humanoids with the goblinoid subtype.

Darkvision: Space goblins have darkvision with a range of 60 feet.

Fast: Space goblins are fast for their size and have a base speed of 35 feet.

Scrounger: Space goblins receive a +2 racial bonus to Engineering, Stealth, and Survival checks.

Tinker: See page 54.

new piece of advanced technology to strip for parts. However, neither

Triune nor its church has yet officially acknowledged these zealous space goblins.

Goblins from Golarion were known for their voracious appetites, often eating their body weight each day of what passed for cuisine in the twisted mind of a goblin. Space goblins were not afforded that luxury in those early days aboard Absalom Station; they had to subsist on discarded scraps of food and other garbage. As such, space goblins aren't as insatiable, though they are no less orally fixated. There is an even chance that upon encountering a strange item, a space goblin will try to either dismantle it or eat it. A space goblin might even attempt to diagnose a problem with a small piece of technology by putting it in his mouth and tasting every part of it.

Goblins' instinctive hatred and fear of dogs and horses has also adapted over the millennia. Space goblins tend to refer to any quadruped (or anything shaped even remotely similarly) that they dislike as a "dog" or "horse," depending on its size. In that vein, they still refer to their iconic crude melee weapons as dogslicers; these function just like survival knives, though a few enterprising goblin tribes have discovered ways to give the blades microserrated or ultraserrated edges. Other tribes have taken to adapting flame pistols and flame rifles to suit their needs, dubbing them "horseroasters."

The physical differences between space goblins and their cousins from Golarion (none of which have been seen for centuries) are slight. Space goblins tend to be a few inches taller, and their eyes are a deeper shade of red. A typical space goblin is about 3 1/2 feet tall and weighs about 35 pounds—most of that weight is in the head.

GRAY

GRAY
CR 4
XP 1,200

GRAY

XP 1,200

NE Small humanoid (gray)

Init +1; Senses darkvision 30 ft.; Perception +10

DEFENSE

EAC 15; KAC 15

Fort +3; Ref +3; Will +9

Defensive Abilities phase

OFFENSE

Speed 30 ft.

Melee touch +6 (probe)

Ranged needler pistol +8 (1d4+4 P plus blue whinnis)

Offensive Abilities sleep paralysis

Spell-Like Abilities (CL 4th)

1/day—deep slumber

(DC 18), hold person

(DC 17)

CR 4

HP 43

3/day—detect thoughts (DC 16), mind link (DC 16), mind thrust (1st-level, DC 16)

At will—daze (DC 15), detect affliction

Gear gray skinsuit (functions as basic lashunta tempweave), needler pistol with 25 darts, 5 doses of blue whinnis

STATISTICS

Str -1; Dex +1; Con +0; Int +5; Wis +0; Cha +3

Skills Life Science +15, Medicine +10, Sense Motive +15

Languages Aklo (can't speak); telepathy 100 ft.

ECOLOGY

Environment any

Organization solitary, pair, or invasion (6-12)

SPECIAL ABILITIES

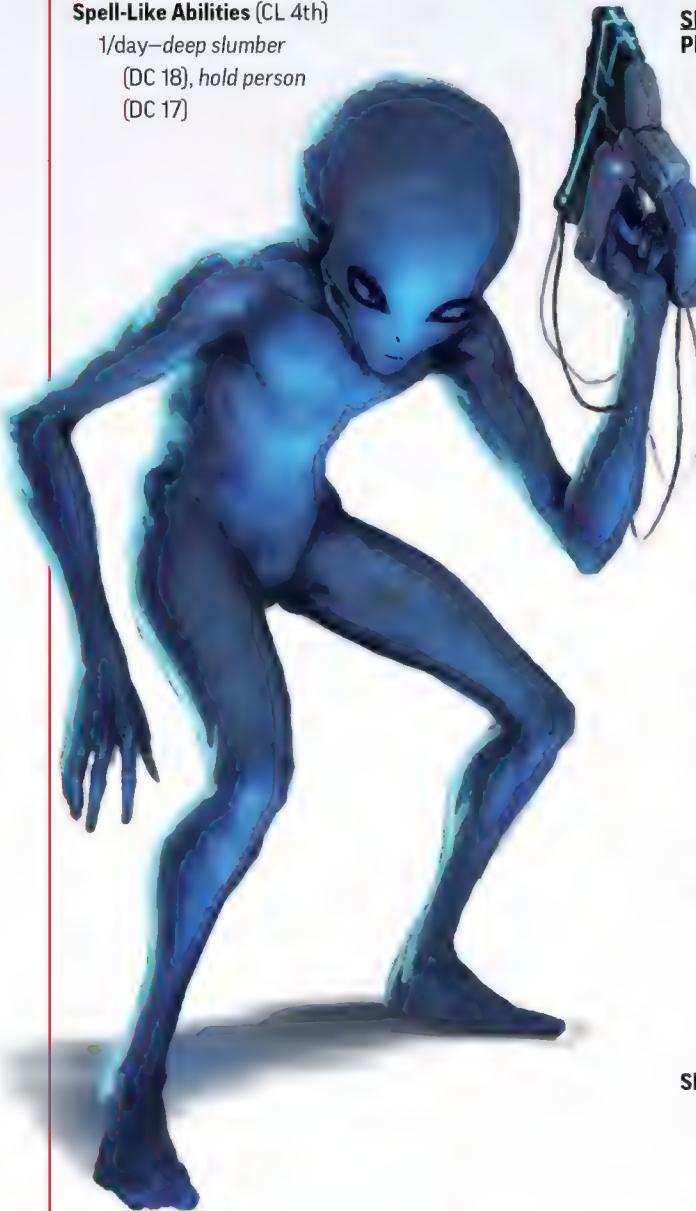
Phase (Su) Grays exist slightly out of phase with the Material Plane. A gray can pass through walls or material objects (but not corporeal creatures) as long as it begins and ends its turn outside of any wall or obstacle. In addition, a gray always benefits from a 20% miss chance against attacks and effects targeting it directly and takes only half damage from area effects. Force effects, however, function normally against a gray.

Probe (Su) A gray creates powerful psychic connections to creatures it touches, transferring information and sensations at terrifying speeds. A creature struck by a gray's touch (a melee attack targeting KAC) is staggered by sensory overload for 1d4 rounds unless it succeeds at a DC 15 Will save.

Alternatively, if the creature it touches is conscious, intelligent, and paralyzed, a gray can instead use a standard action to probe the creature's mind. It can search for the answer to a simple question (such as, "What is your starship's point of origin?") or seek information on one general topic known to the subject. The target can resist this probing with a successful DC 15 Will save. The gray can probe a single creature in this way only once per minute, but if it remains in contact with the subject for at least 1 minute, it can choose one Intelligence-based skill the subject has at least 1 rank in and attempt checks using the subject's skill modifier instead of its own for the next 24 hours.

A gray can't employ this ability in both ways simultaneously, and using this ability to overload a target's senses interrupts its efforts to probe for information.

Sleep Paralysis (Su) As a standard action, a gray can paralyze a sleeping creature within 30 feet that it can see. A target that succeeds at a DC 15 Will save remains asleep and is immune to the same gray's sleep paralysis ability for 24 hours. A creature that fails the save





awakens but is paralyzed for 1d6 minutes. Any attack or hostile action other than a gray's ability to probe for information ends this paralysis. If the paralysis is not interrupted and its duration ends, the victim falls back asleep and has no memory of the event, as if its memory were eliminated by *modify memory*. The victim can attempt a DC 15 Will save against the memory erasure; if it succeeds, it remembers the paralysis and probing but with imperfect clarity.

No one knows what planet or even galaxy the grays call home, but reports of their unnerving abductions, nightmarish paralysis, and mysterious experiments have been collected from countless worlds for as long as starships have sailed in the dark spaces of the universe. Such reports are fragmentary and unreliable, offered by victims recounting hazy memories of enduring various procedures under clinically bright lights or waking in cramped and lightless confinement, and do little to explain the methodology or goals of their captors. Those captors, though, have much in common no matter the specific circumstances or the species of the victim: an otherworldly presence, condescending interactions, and a sinister disregard for the agency and dignity of those they take as subjects for their experiments.

Grays communicate only telepathically, even among their own kind. Their faces and glassy black eyes show little emotion or reaction, and while graceful, they usually move with deliberate intention, often spending several moments in thought before committing to an action or movement. This inscrutability renders them enigmatic and disturbing to most other races.

Little is known about the grays' motivations, and to date no efforts have been successful at establishing diplomatic relationships with them. However, their goals appear to center around the search for information, rather than conquest. Victims of their paralytic abductions are almost always returned mostly unharmed, though the sudden appearance of a series of scars or an inexplicable implant undermines the effects of the grays' ability to erase memories of the experience. Researchers wonder at the end goals of this accumulation of knowledge and what purposes the information gleaned may serve in the meantime. Some fringe scientists believe grays are preparing for an eventual all-out invasion, while others posit they are simply curious about us, but their alien mindsets lead them to sate this inquisitiveness in disturbing ways.

Once rare enough that reports of their abductions were written off as conspiracy and delusion, encounters with grays have become disturbingly more common with the advent of Drift travel. Their sleek, disk-shaped starships lurk in the dark corners of the Drift, appearing seemingly out of nowhere to confront vessels with inattentive or unwary crews. Much like the grays themselves, their ships are designed less for offense and more for evading and subduing their targets, employing

RACIAL TRAITS

Ability Adjustments: +4 Int, -2 Str

Hit Points: 2

Size and Type: Grays are Small humanoids with the gray subtype.

Darkvision: Grays have darkvision with a range of 60 feet.

Gray Magic: Grays gain the following spell-like abilities. The caster level for these effects is equal to the gray's level.

1/day—*mind thrust* (1st level)

At will—*daze*, *telepathic message*

Phase: A gray can shift itself out of phase with reality as a reaction to gain a 20% miss chance against one attack. A gray can use this ability a number of times per day equal to its Constitution modifier.

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tractor beams and EMP weapons to disable and control a vessel, preserving its crew as test subjects. Such captives find themselves unable to move, held under brilliant lights, their captors mere silhouettes as their thoughts and memories are sifted under the gray's psychic touch.

MEMORY EXPUNGER

The mind is still a thing of mystery. Neuroscientists have yet to isolate the exact nature of consciousness, and while they can tell which portions of the brain are responsible for storing memories, purely technological methods of creating or implanting memories have failed on every level. However, deleting memories seems to be a much simpler task, and certain amoral research firms have studied enough of grays' abilities to create the following piece of illegal tech.

MEMORY EXPUNGER

LEVEL 13

TECHNOLOGICAL ITEM

PRICE 50,000

BULK L

This metal-and-glass disk is 4 inches in diameter and has a small red button along its perimeter. By presenting the disk to a creature within 10 feet and pressing the button (all a standard action), you can erase the last 5 minutes of that creature's memory as per *modify memory* by introducing a series of flashing lights into its visual sensors that directly affects the brain. The creature can attempt a DC 20 Will saving throw to negate this effect. A creature currently being threatened by you or your allies receives a +4 circumstance bonus to the save. A creature that succeeds at the save is instead dazzled for 1d4+4 rounds. This is a mind-affecting sense-dependent effect.

A memory expunger uses a standard battery, and each use expends 5 charges.

HAAN



HAAN
CR 3
XP 800

HAAN COMBAT PILOT
CR 7
XP 3,200

HAAN**XP 800**

CN Large monstrous humanoid

Init +4; Senses darkvision 60 ft.; **Perception +13**

CR 3**HP 36****DEFENSE**

EAC 14; KAC 15

Fort +2; Ref +4; Will +8

OFFENSE

Speed 30 ft., fly 30 ft. (Ex, average)

Melee balloon +10 (see below) or

claw +10 (1d4+5 S)

Space 10 ft.; **Reach** 10 ft.

Offensive Abilities firespray

STATISTICS

Str +2; Dex +4; Con +0; Int -1; Wis +1; Cha +0

Skills Acrobatics +13, Engineering +8, Piloting +13, Stealth +8

Languages Brethadan, Common

ECOLOGY

Environment any sky (Bretheda)

Organization solitary, pair, or flotilla (3-10)

SPECIAL ABILITIES

Balloon (Ex) A haan can create and inflate a web balloon and attach it to an adjacent enemy with a successful melee attack against KAC. If the attack hits, the target immediately rises 30 feet off the ground in a straight line, and it continues to rise at a speed of 30 feet each round on the haan's turn. Every round after the balloon is attached, the target can attempt a DC 14 Reflex save to cut or break free of the web balloon. If freeing itself from the balloon causes the creature to fall, it takes falling damage as normal. This ability does not function in a vacuum or zero gravity.

Firespray (Ex) As a standard action, a haan can spray its flammable lifting gases and light them with sparks, creating a 30-foot cone of flame. All creatures within the cone take 3d6 fire damage (Reflex DC 14 half).

HAAN COMBAT PILOT**CR 7****XP 3,200**

Haan operative

CN Large monstrous humanoid

Init +5; Senses darkvision 60 ft.; **Perception +15**

DEFENSE

EAC 20; KAC 21

Fort +6; Ref +9; Will +10

Defensive Abilities evasion, uncanny agility

OFFENSE

Speed 40 ft., climb 40 ft., fly 30 ft. (Ex, average), swim 40 ft.; sure-footed

Melee balloon +12 (see above) or tactical knife +12 (2d4+9 S)

Ranged advanced semi-auto pistol +14 (2d6+7 P)

Space 10 ft.; **Reach** 10 ft.

Offensive Abilities firespray, debilitating trick, trick attack +4d8

STATISTICS

Str +2; Dex +5; Con +0; Int +1; Wis +4; Cha +0

Skills Acrobatics +20, Engineering +15, Piloting +20, Profession (soldier) +15, Stealth +20

Languages Brethadan, Common

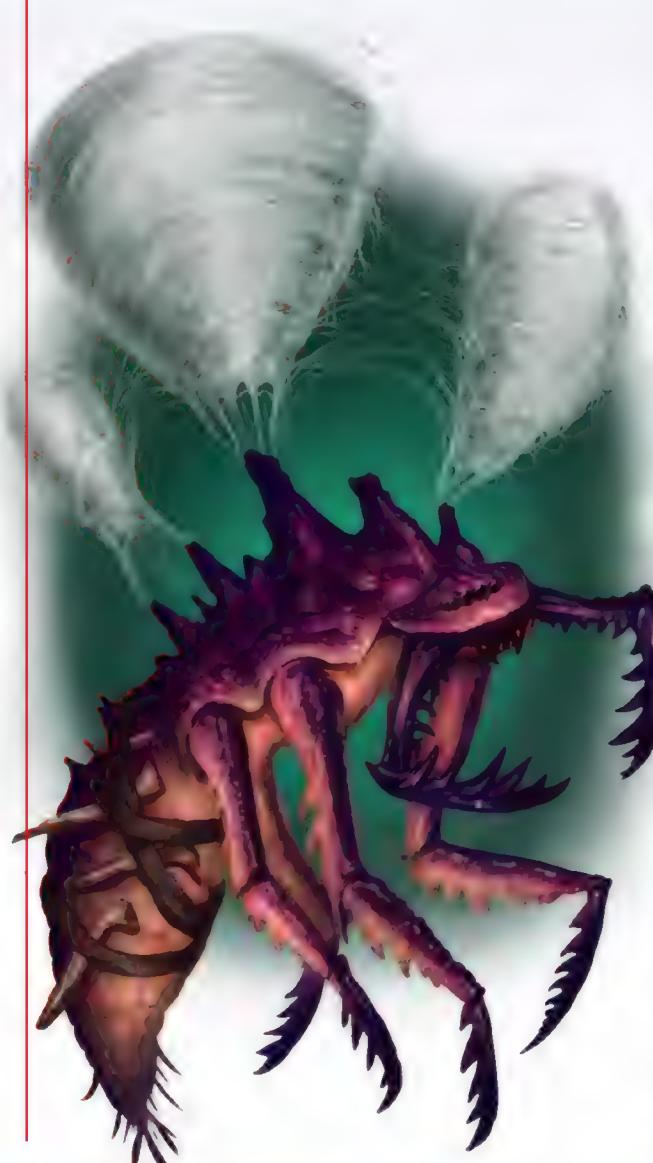
Other Abilities operative specialization (daredevil)

Gear D-suit I, advanced semi-auto pistol with 60 small arm rounds, tactical knife

ECOLOGY

Environment any sky (Bretheda)

Organization solitary



SPECIAL ABILITIES**Balloon (Ex)** See page 58.**Firespray (Ex)** See page 58.

The slender arthropodan haans are native to Bretheda, where they soar through the endless skies in search of prey. Haans fly not via wings but by deftly weaving their silken webbing into balloons, which they then inflate with buoyant gases expelled from tubes in their shells. Combining this upward lift with web sails and occasional blasts from their gas tubes, haans are able to ride the winds of their home world with terrifying speed and precision, often bobbing along just at the leading edge of a storm front. Once they locate prey, haans ignite their jets of flammable gas using sparks from specially evolved strike plates in their leg chitin, creating biological flamethrowers. The roasted prey is then quickly caught and secured to a balloon of its own before it can fall away into the planet's depths.

Though haans are intelligent, their society is highly traditional and forbids all but the simplest tools. Those rare haans who leave their kin to travel the stars often become starship and aircraft pilots, finding that their experience in flying organically on Bretheda gives them a natural aptitude for the physics involved. Sadly, these individuals are inevitably mourned as dead by their families and never allowed to return home—a fact that leads many haan starfarers to join up with crime families, megacorporations, military organizations, adventuring groups such as the Starfinder Society, or an other social organizations that promise a sense of belonging. Of late, a group of haan expatriates have begun making plans for a technology-friendly haan colony on a gas giant in Near Space, which they've named Haanara. Without the need for ordinary humanoid gas-mining platforms, they hope to create a highly lucrative refuge for haan workers tired of being held back by tradition, though many fear that attempts to actively recruit on Bretheda will lead to ugly sectarian violence.

The average haan is 8 feet long and weighs 180 pounds. Their chitin tends toward a pinkish purple, and they have barbed limbs and spiky pedipalps, which stretch wide on either side of their faces. Though the mottled colors on their shells can be quite beautiful, haan vanity is focused almost exclusively on the large, hairlike spikes extending from the tips of their abdomens. Haans never cover these unless they absolutely have to, and they frequently carve, cut, and decorate them with the same care humans reserve for head hair. Indeed, even traditionalist haans on Bretheda often sneak onto mining settlements in search of offworlder barbers and other artisans offering “file and style” services to help them establish unique and identifiable looks.

RACIAL TRAITS**Ability Adjustments:** +2 Str, +2 Dex, -2 Int**Hit Points:** 4

Size and Type: Haans are Large monstrous humanoids with a space and reach of 10 feet.

Darkvision: Haans have darkvision with a range of 60 feet.

Firespray: As a standard action, a haan can create a 30-foot cone of flame that deals 1d6 fire. Starting at 3rd level, a haan adds 1-1/2 × her character level to the damage. A creature in the cone can attempt a Reflex save (DC = 10 + half the haan's character level + her Constitution modifier) for half damage. A haan can't use this ability again until she has taken a 10-minute rest to recover Stamina Points.

Slow Fall: A haan in an environment with atmosphere can slow her fall by inflating a web balloon as a reaction. This is an extraordinary ability that functions as per flight cast at 1st level.



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HALLAJIN



HALLAJIN
CR 17
XP 102,400

HALLAJIN

XP 102,400

CN Large aberration

Init +5; **Senses** blindsight (thought) 120 ft., darkvision 60 ft., sense through (thought); **Perception** +29

DEFENSE

EAC 31; **KAC** 30

Fort +15; **Ref** +15; **Will** +22

Defensive Abilities incorporeal, searing mind; **Immunities**

advanced immunities; **SR** 28

Weaknesses vulnerable to electricity

CR 17

At will—confusion (DC 24), mind probe (DC 24)

STATISTICS

Str —; **Dex** +5; **Con** +8; **Int** +11; **Wis** +8; **Cha** +5

Skills Culture +34, Mysticism +34

Languages Hallas, telepathy 120 ft. and telepathy (anywhere on same plane, other hallajins only).

Other Abilities light leap, shining form

ECOLOGY

Environment any

Organization solitary

SPECIAL ABILITIES

Advanced Immunities (Ex) Hallajins are immune to bleed, disease, mind-affecting effects, paralysis, poison, sleep, and stunning. They are also immune to ability damage, ability drain, exhaustion, fatigue, negative levels, and nonlethal damage.

Energy Surge (Ex) A hallajin can concentrate its glowing form into deadly flaming energy to make either melee or ranged attacks. Its ranged energy surge attack has a range increment of 100 feet.

Light Leap (Su) As a full action, a hallajin can teleport (as per *teleport*), except it can't leave or enter an area enclosed by barriers of electrical energy.

Searing Mind (Ex) The mind and spirit of a hallajin is so convoluted and energetic that direct contact with it via abilities like *detect thoughts*, *mind link*, or other spells or abilities that charm or dominate causes feedback of psychic energy. The creature contacting the hallajin's mind takes 4d8+8 psychic damage (Will DC 24 half). This damage occurs each round a creature remains in contact with the hallajin's mind. A hallajin using its telepathy on a creature doesn't affect it in this way.

Shining Form (Ex) A hallajin sheds light as per a beacon.

Spacefaring legends from ancient times describe the "lights of Hallas," strange glowing forms seen on the moon Hallas beneath the stormy shadow of Liavara the Dreamer. Most of the time, these shapes look like shifting multicolored masses of light, though sometimes hints of feathery wings, scaly coils, staring eyes, or writhing tendrils emerge from within their depths.

These forms were initially believed to be just strange lights seen in the sky of Hallas, perhaps an aurora or a type of ball lightning related to the storms of Liavara, but visitors to the moon quickly learned they were intelligent—if inscrutable—creatures, though that knowledge came at a high price. The creatures are able to communicate telepathically, but when the first emissaries

OFFENSE

Speed fly 120 ft. (Ex, perfect)

Melee energy surge +25 (8d6+17 F)

Ranged energy surge +27 (4d8+17 F)

Space 10 ft.; **Reach** 10 ft.

Spell-Like Abilities (CL 17th; melee +25)

1/day—*control gravity* (DC 26), *gravitational singularity* (DC 26)

3/day—*greater synaptic pulse* (DC 25), *retrocognition*, *synapse overload* (DC 25), *telekinesis* (DC 25)

HALLAJIN

from nearby Arkanen attempted to contact them in the same manner, the experience seared the emissaries' minds. This led to the establishment of a powerful magical cordon around the world—one that remains in place to this day, now administrated by Pact Worlds officials on nearby Arkanen to ensure unprepared visitors don't accidentally destroy their minds or anger the powerful entities.

Study of ancient ruins and artifacts on Hallas by modern archaeological and paleobiological teams has contributed to the belief that the so-called hallajins (their name for themselves is unknown) once had material forms but developed beyond the need for them and became beings of pure energy. Examination of the surviving art and artifacts on Hallas suggests hallajins considered their small world the center of the universe, with other worlds and stars revolving around it, and saw the idea of leaving it as heresy. This may explain why hallajins are rarely seen away from Hallas. Though actual answers are few, historians believe that those occasional hallajins sighted on other worlds may be descendants of an ancient schism in their society that happened before the Gap or the establishment of the protective cordon.

Hallajins can use their light leap ability to appear and vanish at will, fly swiftly, pass through material barriers, and cross vast distances in the blink of an eye. Early adepts of Arkanen discovered that hallajins either will not or cannot pass through intense electrical fields, and they found that electricity appears to cause hallajins pain—or at least that they recoil from it. Researchers theorize that electricity interferes in some way with the creatures' energy matrices. This weakness provides a means of shielding against hallajin intrusions, although intense electrical energy fields also appear to draw the creatures' attention, perhaps being especially visible to their senses. Large concentrations of minds, particularly emotional ones, seem to likewise draw the creatures, and researchers must keep their minds carefully shielded with specialized armor or magical protections.

What hallajins want, if anything, is unclear. The little of their culture recovered from ancient ruins and brief interactions indicates that their advancement to their current form was part of an intentional cultural drive to attempt to reach collective godhood. Whether the creatures intentionally stopped at their current state or simply couldn't progress any further remains unknown. Today, hallajins appear capricious and intensely curious, and their behavior is unpredictable. They are almost always encountered singly, although small groups of them have been sighted in the distance on Hallas. Yet despite their apparently solitary behavior, they remain in near-constant communication with others of their kind across vast distances. They don't appear to understand

or respond to any known spoken languages, and attempts to contact them telepathically usually end in disaster. The hallajins sometimes initiate contact, telepathically "speaking" in an unsettling chorus of voices to their listeners, but rarely say anything intelligible. Hallajins occasionally follow visitors to their home planets, exercising their telekinetic abilities to shift objects around or cause random poltergeist-like phenomena, sometimes dangerously. In a few cases, the energy beings turn suddenly hostile, attacking with bursts of searing energy or overloading victims' minds. Interestingly, hallajins appear incapable of recognizing mechanical constructs as anything but objects, even if such creatures are intelligent.

The unexplained behavior, strange powers, and eerie appearance of hallajins lead some intelligent creatures to revere them as examples of universal forces or enlightened beings. A few visiting scholars have started single-minded cults around the creatures, believing that hallajins hold the secrets to assisting corporeal beings in attaining a similarly evolved state, if only they can be persuaded to share them. Some think this is accomplished by attracting the attention of the lights of Hallas, and then communing and proving their worthiness in some fashion, while others think they can trick or even force the secret from hallajins. Hallajin cults tend to be obsessed with ancient artifacts from Hallas and strange electrical mechanisms designed to summon, communicate with, or even trap the objects of their worship. Though many fear the consequences of allowing such groups contact with the creatures, so far the Pact Worlds overseers have continued to grant these fanatics unrestricted access to Hallas.

Due to their aberrant anatomy, it is incredibly difficult to determine the average size of a hallajin. Most scientists posit that they range from 14 to 20 feet in length and, as beings of energy, weigh next to nothing.



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HESPER



HESPER
CR 2
XP 600

HESPER**XP 600**

CN Medium fey

Init +1; **Senses** low-light vision; **Perception** +7**DEFENSE**

EAC 13; KAC 12

Fort +3; Ref +3; Will +5

Defensive Abilities reactor sprite; **Immunities** fire, radiation**Weaknesses** vulnerable to cold**OFFENSE**

Speed 30 ft.

Melee mutating touch +3 (see below)**CR 2****Ranged** energy ray +5 (1d3 A, C, E, or F)**Spell-Like Abilities** (CL 2nd; +3 melee, +5 ranged)1/day—*jolting surge, overheat* (DC 15)At will—*energy ray, mending*Constant—*detect radiation***STATISTICS**

Str +0; Dex +1; Con +2; Int +0; Wis +1; Cha +4

Skills Diplomacy +12, Engineering +7, Physical Science +12**Languages** Common**ECOLOGY****Environment** any starship or urban**Organization** solitary, pair, or clique (3-12)**SPECIAL ABILITIES**

Mutating Touch (Su) A hesper can deliver an enormous dose of radiation with a touch, triggering sudden mutations and pain in living creatures. With a successful attack against a living creature's KAC, a hesper causes the target to sprout tumors that erupt at the beginning of its next turn, causing a random mutation (roll 1d20 on the table on page 63) that persists for 24 hours. An affected creature can negate this transformation with a successful DC 13 Fortitude saving throw. Once a creature has been affected by a hesper's mutating touch, it becomes immune to that particular fey's mutating touch for 24 hours.

Reactor Sprite (Su) If a hesper spends 1 hour in close contact with a starship's power core or another large power source (such as a fusion reactor), it can form a long-term bond. A hesper can merge with its bonded reactor, gaining fast healing 5 while it remains merged. A merged hesper is aware of what happens in the reactor's immediate vicinity, but if the reactor is broken or suffers the wrecked critical damage condition, the hesper is immediately expelled and takes 3d6 damage. If the reactor is destroyed while the hesper is merged with it, the hesper is slain instantly (Fortitude DC 15 negates). A hesper can bond with only one reactor at a time, and forming a new bond severs its previous bond.

Lithe and handsome, hespers embody the potential for change inherent in technological power sources. They are energetic and excitable, interested in new faces, sights, and sensations, which drives them to spread across the universe. However, hespers are invested in change for change's sake. Though rarely malicious, they worm their way into any repository of advanced technology, rebuilding devices and asking endless questions. Most line their nests with all sorts of souvenirs—most of them stolen—which they occasionally rebuild into bizarre and sometimes radioactive totems.

Hespers stand 4 to 5 feet tall but are deceptively dense, weighing 300 to 400 pounds despite their slim, generally masculine builds. Their hair color changes from day to day,





HESPER

MUTATING TOUCH

D20	MUTATION	EFFECT
1	Additional eyes	Target gains light blindness and a +4 bonus to sight-based Perception checks
2-3	Autonomous parasite	Target takes 1d6 slashing damage as a parasite emerges
4-5	Bioelectric cells	Technological items held by the target gain the broken condition for as long as the target holds them
6-7	Claws, spines, or teeth on one limb	Target gains a natural melee attack that deals 1d3+Str piercing damage for Medium creatures, but it takes a -2 penalty to attacks with two-handed weapons
8-9	Glowing tumors	Target sheds light as a lantern and takes a -5 penalty to Stealth checks
10	Gills	Target gains the amphibious ability, but takes a -2 penalty to Fortitude saving throws
11	Hypertrichosis	Target gains a +1 bonus to its AC, but the max Dex bonus of armor it wears decreases by 1
12-13	Musk gland	Target gains a 30-foot aura that nauseates living creatures within it (Fortitude DC = 10 + half the target's level or CR + the target's Con modifier)
14-15	Secondary ears	Target gains vulnerability to sonic damage and a +4 bonus to hearing-based Perception checks
16-17	Vestigial limb	Target grows a useless extra limb that imparts a -2 penalty to Dexterity-based skill checks
18-19	Weeping sores	Target takes a -2 penalty to Charisma-based skill checks
20	Wracking pain	Target is sickened

running the gamut of the colors of the humanoids around them, and their flesh glows softly in the dark.

Though they're not dangerously radioactive unless they wish to be, their presence excites the air around them, creating drifting motes of light. A hesper can focus this energy at will to project rays of fire, emit arcs of electricity, or overload electronic devices. This same energy can infuse other living creatures with focused doses of radiation, skipping the normal radiation sickness and instead causing short-lived changes to a victim's genetic structure.

Once vanishingly rare, hespers have become somewhat commonplace as more civilizations have taken to the stars. The glowing fey are especially at home in starships, bonding to the vessels' reactors. They can be blessings for some ships, serving as constant attendants for one of a starship's most crucial systems, but their fickle nature also means they grow bored with regular routes or overlong stays in port, and they create drama to amuse themselves.

These nuclear fey have few common traditions, instead adopting the customs of whatever societies they dwell within. Most of their knowledge is instinctual, rounded out by boundless curiosity. Though hespers don't typically seek out their own kind, large installations and radioactive waste facilities can host small circles of the fey. Notoriously shameless flirts, hespers often keep mortal lovers who protect or provide for them. A hesper reproduces by triggering the growth of a grotesque exowomb on a willing lover, which expands for 1-2 weeks before spilling forth a small but fully matured hesper.



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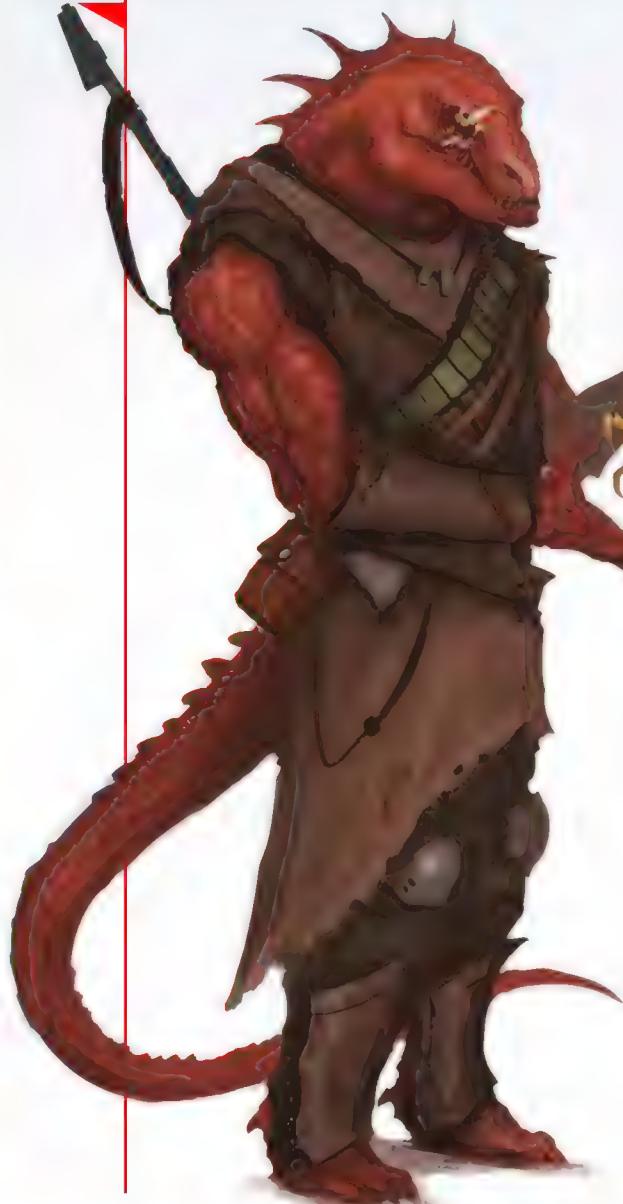
IKESHTI



**IKESHTI
BROOD-MINDER**
CR 2
XP 600



IKESHTI RIVENER
CR 5
XP 1,600

**IKESHTI BROOD-MINDER**

CR 2

XP 600

Ikeshti technomancer

N Small humanoid (ikeshti)

Init +2; Perception +7**DEFENSE**

EAC 14; KAC 15

HP 21

Fort +1; Ref +1; Will +5**OFFENSE**

Speed 30 ft., climb 15 ft.

Melee survival knife +4 (1d4+1 S)**Ranged** tactical semi-auto pistol +6 (1d6+2 P)**Offensive Abilities** squirt blood**Technomancer Spells Known** (CL 2nd; melee +4, ranged +6)

1st (3/day)—detect tech, jolting surge

0 (at will)—detect magic, energy ray

STATISTICS

Str -1; Dex +2; Con +0; Int +4; Wis +1; Cha +1

Skills Computers +12, Engineering +12, Sense Motive +7**Feats** Spell Penetration**Languages** Akitonian, Common**Other Abilities** spell cache (wrist computer)**Gear** freebooter armor I, survival knife, tactical semi-auto pistol with 30 small arm rounds**ECOLOGY****Environment** any deserts, hills, or mountains (Akiton)**Organization** solitary, team (2-4), or nest (5-12)**SPECIAL ABILITIES**

Squirt Blood (Ex) Once per day as a move action, an ikeshti brood-minder can squirt blood from one of his eyes at a foe within 30 feet, making a ranged attack (+6 for most ikeshti brood-minders) against the target's KAC. A successful hit grants the next ally who hits that foe the benefit of harrying fire against it (Starfinder Core Rulebook 247).

IKESHTI RIVENER

CR 5

XP 1,600

N Large humanoid (ikeshti)

Init +2; Perception +11**DEFENSE**

EAC 18; KAC 20

HP 84

Fort +9; Ref +7; Will +4**OFFENSE**

Speed 30 ft., climb 15 ft.

Melee claw +11 (2d6+10 S)**Space** 10 ft., **Reach** 10 ft.**STATISTICS**

Str +3; Dex +2; Con +5; Int -3; Wis +1; Cha +0

Skills Athletics +16, Acrobatics +11, Stealth +11**Languages** Akitonian (can speak and understand only simple words)**ECOLOGY****Environment** any deserts, hills, or mountains (Akiton)**Organization** solitary

Ikeshtis are a hardy race of lizardfolk native to the deserts and hills of Akiton, and their convoluted life cycle provides the blueprint for their civilization. The physiology and psychology of ikeshtis shift drastically as they go through childhood, adolescence, mating, and one of three adult paths.

When they are hatched, ikeshtis are little more than gaping mouths attached to tiny, emaciated versions of their adult forms. A brood of ikeshti young will eat any organic matter they come across. As they grow larger, their brains become



more developed, and they learn the rudiments of speech and other skills from their brood-minders, who guide them in their feeding habits. Such broods sometimes operate as living garbage disposals for large settlements, while others are taught to perform nomadic grazing that leaves the local biosphere intact. However, ikeshtis broods left to their own devices seek out areas rich in organic matter and devour it all, much like a swarm of locusts.

After 5 years and 3 feet of growth, ikeshtis leave their brood-minders and settle down into a more civilized mode, banding together with other adolescents of various ages. These ikeshtis collaborate to advance their economic, social, and technological skills, typically working around the fringes of civilization as junk traders, mechanics, and scavengers.

After 10 to 20 years of adolescence, ikeshtis begin to rut. They become violent and single-minded, their intelligence overcome by urges to fight and mate. Rutting ikeshtis once again eat voraciously, gaining new spurs and claws as well as hardened scales. If they find a willing partner, they mate, laying and fertilizing a large clutch of eggs. The two mates then fight each other to the death. If the male survives the combat, he becomes a brood-minder. If the female is victorious, she becomes a congregant. Rutting ikeshtis who never find mating partners continue to grow ever larger and more aggressive, eventually losing their mental faculties altogether and becoming riveners.

Brood-minders quickly regain their prior knowledge and personalities, but their temperaments become somewhat phlegmatic and standoffish. They are driven by strong urges to manage a brood of young ikeshtis. They have no instinctive preference for their own young and seek to add newborn ikeshtis to their broods to the limit of their ability to control and guide them, even killing off the weakest young to open up space for candidates who show more promise. Brood-minders live a solitary life, focused on leading their broods to food sources and keeping them alive.

Congregants instinctively feel the need to ensure the success of ikeshti society as a whole. Some form groupings much like adolescent nests, living collaboratively, but individual congregants often become adventurers off-planet to bring wealth and fame back to their people.

Riveners are ikeshtis who were unable to find a mate while rutting and lost their personalities to the brew of hormones swirling inside them. They are bestial and irrational, remembering only the rudiments of language and unable to engage in more than low cunning. Riveners care only about killing, eating, and the thrill of battle. Ikeshtis who come across a rivener go to almost any lengths to put it down, as they believe the existence of these terrors brings shame to their race.

RACIAL TRAITS

Ability Adjustments: +2 Dex, +2 Int, -2 Wis

Hit Points: 4

Size and Type: Ikeshtis are Small humanoids with the ikeshti subtype.

Desert Survivor: An ikeshti can go without water for 3 days plus a number of hours equal to her Constitution score before needing to attempt Constitution checks to avoid nonlethal damage.

Natural Climber: Ikeshtis have a climb speed of 15 feet.

Shed Skin: As part of the action to attempt the check, an ikeshti can shed a portion of her skin to gain a +4 bonus to Acrobatics checks to escape from grapples, pins, and restraints.

Squirt Blood: See page 64. An ikeshti can use this ability once per day plus one additional time per day for every 5 character levels she has.

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INEVITABLE, ANHAMUT



ANHAMUT
CR 10
XP 9,600

ANHAMUT

XP 9,600

LN Medium outsider (inevitable, lawful)
Init +3; **Senses** darkvision 60 ft., low-light vision;
Perception +19

DEFENSE**EAC** 23; **KAC** 24**Fort** +11; **Ref** +9; **Will** +13

Defensive Abilities regeneration 5 (chaotic);
Immunities electricity; swarm immunities in
discorporated form; **DR** 10/chaotic; **SR** 21

OFFENSE

Speed 30 ft., fly 40 ft. (Su, perfect,
discorporated form only)

Melee nanite blade +21 (2d8+12 S;
critical nanite burst [DC 19])

Ranged electric discharge +19
(3d4+10 E)

Spell-Like Abilities (CL 10th)

1/day—*interplanetary*
teleport (self plus 50
bulk of objects)

Offensive Abilities inevitable
onslaught

STATISTICS

Str +2; **Dex** +3; **Con** +2; **Int** +5;
Wis +2; **Cha** +8

Skills Computers +24,
Culture +19, Diplomacy +24,
Engineering +24, Sense
Motive +19

Languages truespeech

Other Abilities constructed,
discorporation

ECOLOGY

Environment any

Organization solitary

SPECIAL ABILITIES

Discorporation (Ex) An anhamut's
robotic body can discorporate its
component nanites into a swarm
of diminutive creatures as a
standard action. Reincorporating
its parts into its regular form is
also a standard action. While in its
discorporated form, an anhamut
cannot use its nanite blade, but it
gains swarm immunities and can
fly. In addition, a discorporated
anhamut can interface
directly with many forms of

CR 10

HP 180



technology, and it counts as having a hacking kit when attempting Computers skill checks. While an anhamut is in discorporated form, its total Stealth bonus increases to +24.

Electric Discharge (Ex) As a standard action, an anhamut can generate a powerful electric charge from its blade (or between the individual nanomachines that make up its discorporated form) and launch this charge as a ranged attack against EAC at a target within 60 feet.

Inevitable Onslaught (Ex) When an anhamut makes a full attack, it can make up to three melee attacks instead of two melee attacks. It takes a -6 penalty to these attacks instead of a -4 penalty.

Nanite Blade (Ex) An anhamut's sword is composed of the same nanites as the outsider itself, and functions as if it has the *axiomatic* and *nanite* weapon fusions (see the *nanite* weapon fusion on page 67).

Shortly after Triune sent the Signal out to all mortal life, gifting the secrets of Drift travel, the axiomites received their own similarly mysterious message. Instead of plans for a Drift engine, however, this signal contained blueprints for the construction of an entirely new type of inevitable: the anhamut. A humanoid-shaped robot composed of millions of nearly microscopic nanites, an anhamut can discorporate its "solid" form into a swarm of individual nanites to infiltrate well-guarded areas, avoid detection, and interface with various forms of technology. In its assembled form, an anhamut wields a blade made of its own nanites, and regardless of whether it's discorporated or assembled, it can generate a powerful bolt of electrical current with which to assault its foes.

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ANHAMUTAPPENDIX 1:
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Anhamuts are programmed with the central tenet that the exploration and mapping of the universe bring a kind of order to the chaotic cosmos, and they seek to protect this process and those who engage in it. Anhamuts hunt down those who attempt to destroy the hyperspace beacons that make Drift travel possible, and they sometimes aid adventurers who have discovered a new planet or alien society in returning home to report this information to their societies. These inevitables are aggressive in pursuing their agendas, yet also slightly more subtle than their kindred; for example, they might use their disorporated forms to stealthily sabotage enemy equipment before a battle can even begin. At the same time, however, an anhamut who has calculated that the odds of a direct fight are solidly in its favor isn't afraid to make its presence known with an electrical blast and a flurry of corrosive sword blows.

Like some of their predecessors, anhamuts are more than willing to gather non-inevitable allies to help accomplish their goals, and they have absorbed all sorts of cultural information about an incredible number of societies in their travels (all of which is recorded in Axis for other inevitables to download). Armed with these facts, anhamuts make excellent diplomats, presenting their cases to prospective associates with logical statements that cut straight to the chase. Some anhamuts have maintained ties to large groups of allies over the decades, which allows them to potentially call upon small armies to aid them when necessary.

Though anhamuts are steadfast protectors of explorers and stellar cartographers (as well as the technology that facilitates such vocations), these inevitables are unconcerned with the colonization of newly discovered worlds. A space station that serves as a waypoint for travelers into the unknown might benefit from the guardianship of an anhamut, while a similar station created as a corporate mining facility would not. An anhamut might aid a group of pioneers scouting an uncharted planet, but once they start to lay down roots, that anhamut generally moves on to other missions. Conversely, an anhamut might protect the inhabitants of an alien world from being destroyed by a larger civilization if that smaller culture is on the verge of developing spaceflight, and an organization attempting to hide the existence of a world—even for the objective good of the galaxy—might find itself at odds with the uncompromising machines.

Scholars of the Outer Planes find this relatively new type of inevitable singularly fascinating. The being that revealed the anhamuts' design to the axiomites still remains a mystery, and while many assume that Triune was responsible for their creation—due both to the timing and the fact that they further many of Triune's areas of interest—the tripartite god itself has not issued a statement either way. Moreover, as a patron of machines, Triune seems like a natural fit for inevitables, yet what allegiance the machine-people owe the newly arisen god remains open for debate in the face of untold millennia of

independent operation. Whatever the politics, priests within the church of Triune have been known to openly court aid from anhamuts, treating them as blessed heralds of their god, and so long as their missions align, anhamuts seem content with this arrangement.

Strangely, while anhamuts exist to foster the mapping (both physical and metaphysical) of the cosmos, they do little such work on their own. Those few who do are referred to as Edgeseekers and rarely interact with mortals for any significant time, choosing instead to jump magically from planet to planet, recording their own cryptic notes. The rest focus on encouraging mortals to do the research for themselves, leading to the sharing of information and even friendship between anhamuts and high-powered members of organizations like the Starfinder Society. Yet while they can be assets to scholars, anhamuts can be extremely aggravating to governments and corporations attempting to keep secret the locations of secure facilities, and adventurers are sometimes hired to put down insurgents and infiltrators who've managed to recruit one of the strange machines.



NANITE WEAPONS

While an anhamut's nanite blade is a part of its very being, the fundamental design has inspired mortal technomagical engineers to create their own versions. Weapons with the following fusion have their primary striking surfaces formed of a dense field of programmed nanites. These microscopic machines hold their relative positions well enough to respond like ordinary steel in most situations, simulating a razor edge by devouring any material that comes in contact with their activated blade-matrix. When a blow is fierce enough, however, the shock is sometimes enough to break the nanites out of their careful lattice, sending a cloud of them into a frenzy of mechanical corrosion. Rather than being a problem, however, this breakdown is actually the nanite fusion's most appealing property, as this leaves the target swarmed with tiny machines intent on dismantling it—a painful and disconcerting experience not unlike being bathed in acid.

NANITE WEAPON FUSION

LEVEL 6

The nanite fusion gives a weapon the nanite burst critical effect. When this critical effect is triggered, a cloud of nanites detaches from the blade and begins devouring the target, swarming over it and dismantling it at the molecular level. In this situation, the weapon deals double damage as normal, but all of the damage is treated as acid damage, and the target must succeed at a Fortitude saving throw (see page 181 of the *Starfinder Core Rulebook* for how to calculate the DC) or be nauseated for 1 round. When you score a critical hit with a weapon that has multiple critical hit effects, you can apply only one of those critical hit effects of your choice. Only melee weapons can have this fusion.

KALO



KALO
SHARKHUNTER
CR 2
XP 600



KALO
DEEPSPEAKER
CR 5
XP 1,600

KALO SHARKHUNTER

CR 2

XP 600

Kalo soldier

NG Medium monstrous humanoid (aquatic)

Init +4; **Senses** blindsight (sound) 60 ft., low-light vision; **Perception** +7

DEFENSE

HP 22

EAC 16; KAC 17

Fort +1; **Ref** +3; **Will** +5**Resistances** cold 10

OFFENSE

Speed 20 ft., swim 50 ft.**Melee** underwater tactical stiletto +8 (1d4+3 P)**Ranged** underwater autotarget rifle +10 (1d6+2 P) or frag grenade I +10 (explode [15ft., 1d6 P, DC 11])**Offensive Abilities** fighting styles (hit-and-run), three-dimensional tactics

STATISTICS

Str +1; **Dex** +4; **Con** -1; **Int** +0; **Wis** +2; **Cha** +0**Feats** Opening Volley**Skills** Athletics +12 (+20 when swimming), Profession (poet) +7, Stealth +12 (+16 in water)**Languages** Common, Kalo**Gear** freebooter armor I, frag grenades I (2), underwater autotarget rifle with 50 longarm rounds, underwater tactical stiletto

ECOLOGY

Environment any aquatic (Kalo-Mahoi)**Organization** solitary, pair, or squad (3-10)

SPECIAL ABILITIES

Three-Dimensional Tactics (Ex) Kalo sharkhunters are trained to fight in three dimensions. Whenever a kalo sharkhunter is fighting underwater, in zero-g, while flying, or in other situations where she isn't restricted to a single plane of movement, she gains a +1 bonus to attack rolls in any round in which she has moved, even if it's just a guarded step.

KALO DEEPSPEAKER

CR 5

XP 1,600

Kalo mystic

NG Medium monstrous humanoid (aquatic)

Init +3; **Senses** blindsight (sound) 60 ft., low-light vision; **Perception** +11

DEFENSE

HP 57

EAC 17; KAC 17

Fort +3; **Ref** +4; **Will** +9**Resistances** cold 10

OFFENSE

Speed 20 ft., swim 50 ft.**Melee** underwater tactical spear +8 (1d6+5 P)**Ranged** underwater frostbite-class zero pistol +10 (1d6+5 C; critical staggered [DC 15])**Offensive Abilities** grasping vines (DC 15)**Mystic Spell-Like Abilities** (CL 5th)At will—*mindlink***Mystic Spells Known** (CL 5th)2nd (3/day)—*fog cloud*, *summon creature*1st (6/day)—*command* (DC 16), *life bubble*, *mind thrust* (DC 16)0 (at will)—*daze* (DC 15), *telepathic message*



Connection xenodruid

STATISTICS

Str +0; Dex +3; Con +1; Int +0; Wis +5; Cha +2

Skills Mysticism +16, Diplomacy +16, Profession (judge) +11, Stealth +11 (+15 in water), Survival +11

Languages Common, Kalo; speak with animals

Gear basic Lashunta tempweave, underwater tactical spear, underwater frostbite-class zero pistol with 3 batteries (20 charges each)

ECOLOGY

Environment any aquatic (Kalo-Mahoi)

Organization solitary or delegation (1 deepspeaker and honor guard of 3-6 kalo sharkhunters)

Humans often compare kalos to bats due to the thin membranes between their arms and legs. In fact, these winglike structures are fins, allowing kalos to swoop with grace and speed through the icy waters of the Bretheden moon of Kalo-Mahoi. Kalo skin has a blue-green tinge and is translucent in places. Their bulging, glowing eyes can move and focus independently.

Highly civilized and generally peaceful, kalos were the first residents of any moon to successfully win independent Pact Worlds recognition, and today, many of their coral-encrusted underwater vent cities feature air-filled spaces for terrestrial dignitaries and expatriates, with trading outposts studding the ocean world's crusty shell of surface ice. While kalos

primarily rely on sonar as they glide wraithlike through the dark oceans, their cities are riots of colored lights—testaments to the culture's rich artistic tradition.

Few kalos lack an artistic or scholarly hobby, and though not overly tied to tradition, most kalos take pride in their history, giving their children and organizations names harkening back to ancient tribal practices. Members of military units are often given evocative names like "sharkhunters" despite their modern responsibilities. Those in traditional roles such

RACIAL TRAITS

Ability Adjustments: +2 Dex, +2 Wis, -2 Con

Hit Points: 2

Size and Type: Kalos are Medium monstrous humanoids with the aquatic subtype, meaning they require water to breathe.

Cold Resistance: Kalos are used to swimming in icy water and have cold resistance 5.

Kalo Movement: Kalos have a base speed of 20 feet and a swim speed of 50 feet.

Kalo Vision: Kalos' innate sonar grants them blindsight (sound) 60 ft., while their specialized eyes grant them low-light vision.

Stealthy Swimmers: Kalos gain a +4 bonus to Stealth checks when in water.



as that of the mystical deepspeaker, who converses with—and can even command—creatures of the depths, are less necessary in the age of executives and prime ministers, yet these sages are still often sought out as arbitrators and mediators for both community and governmental disputes.

Although slower out of water, kalo warriors are renowned for their calm precision in battle, especially in zero-g and underwater, and known for using cryo weapons against enemies of other races, trusting their natural resistances to protect them from friendly fire.

The average kalo is 5-1/2 feet tall and weighs 100 pounds.

UNDERWATER WEAPONS

Like residents of most water worlds, kalos create their own versions of common weapons, redesigned to function better underwater.

These weapons have the following special property and generally cost 10% more.

Underwater: A weapon with this special property that is used underwater ignores the -2 penalty to attack rolls and deals full damage.

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KSARIK



KSARIK
CR 4
XP 1,200

KSARIK**XP 1,200**

N Large plant

Init +1; **Senses** blindsense (scent) 30 ft., low-light vision;
Perception +10

DEFENSE**EAC** 16; **KAC** 18**Fort** +8; **Ref** +6; **Will** +3

Defensive Abilities fast healing 2; **Immunities**
plant immunities

OFFENSE**Speed** 40 ft., climb 40 ft.**Melee** tentacle +12 (1d6+9 B plus ingested adaptation)

Ranged acid spit +9 (1d4+4 A) or
thorn dart +9 (1d6+4 P plus carrion spores)

CR 4**Space** 10 ft.; **Reach** 10 ft.**Offensive Abilities** ingested adaptation**STATISTICS****Str** +5; **Dex** +1; **Con** +3; **Int** -3; **Wis** +1; **Cha** -1

Skills Acrobatics +10, Athletics +15 (+23 when climbing),
Survival +10

ECOLOGY**Environment** temperate or warm forests (Castrovel)**Organization** solitary, pack (2-5), or infestation (6-11)**SPECIAL ABILITIES**

Acid Spit (Ex) As a standard action once every 1d4 rounds, a ksarik can spit a glob of acid at a target within 60 feet.

Ingested Adaptation (Su) Whenever a ksarik deals damage to a living creature with its tentacles, it siphons off a portion of the target's genetic code and psychic resonance, temporarily reshaping its own physiology and psychology to match its victim's. This grants the ksarik one of the following abilities (provided the target has it) for 1 minute: blindsense (up to 60 feet), blindsight (up to 60 feet), darkvision (up to 60 feet), damage reduction (up to 5/-), resistance to one type of energy damage (up to 20 points), burrow (up to 40 feet), fly (up to 40 feet, with maximum average maneuverability), swim (up to 40 feet), or water breathing. Alternatively, the ksarik can gain the ability to understand (but not speak) up to three languages that the target knows, gain the target's weapon proficiencies (its tentacles can operate two-handed weapons in this state), or change the damage dealt by its acid spit ability to any one energy type dealt by one of the target's supernatural attacks. A ksarik can maintain only one adaptation at a time, and gaining a new adaptation ends the previous one. A ksarik can spend 1 Resolve Point to extend the duration of an ongoing benefit by 8 hours. It can also spend 1 Resolve Point to gain a second adaptation and sustain them both simultaneously.

Thorn Dart (Ex) A ksarik can fire one of its thorns as a ranged attack. The dart has a range of 100 feet, deals piercing damage, and exposes the target to carrion spores.

CARRION SPORES**Type** disease (injury); **Save** Fortitude DC 13**Track** physical; **Frequency** 1/day

Effect When an infected creature reaches the comatose state, 1d10+10 Diminutive ksarik seedlings burrow out of its flesh and wriggle away. This ends the disease and deals 1 piercing damage for each ksarik seedling.

Cure 2 consecutive saves



Ksariks' ancestors lived on Castrovel as mindless, animate plants that scavenged for food and sprouted their seedlings within corpses, rarely posing more than an incidental threat to other species. Millennia of ongoing strife between the planet's formians and lashuntas bombarded these primeval ksariks with psychic energy, and only decades before the two factions' recent peace deal, the plants began exhibiting rudimentary intelligence and a predatory drive. In an unsettlingly small number of generations, ksariks have developed a pack mentality, low cunning, and the preternatural ability to adopt competitors' strengths.

A typical ksarik is a 12-foot-long quadruped made up of dense plant matter, including specialized tissues such as powerful tendons, woody internal supports that resemble bones, and flexible sheets of lignin that serve as a form of armor. Its head is immense and stocky, comprising approximately a dozen feeding tendrils that obscure its underdeveloped mouthparts. Its eyestalks project from either side of its head, providing a wide range of vision that sacrifices much of its ability to see targets immediately in front of it. To make up for this, a ksarik's feeding tendrils are covered in an array of unusual sensory organs: some can discern the source of smells, while others sense movement and changes in light.

Originally occupying a niche between decomposers and scavengers, ksariks adapted to sniff out carrion and digest every piece of a rotting corpse. A ksarik's body produces a steady supply of several different acids that help it break down food into a more manageable form, and modern ksariks regularly employ these acids in self-defense and hunting. The plants also have numerous thorns that grow along their legs and back. Botanists theorize that these also served as self-defense when the ksariks were slower-moving creatures that resided lower on the food chain. Now, however, ksariks use these thorns as a form of reproduction, firing them into live prey and infecting those creatures with spores that gradually grow into nascent ksariks that feed on the host, and then painfully burrow out of the flesh days later. The spores must be fertilized beforehand in a process that resembles sexual congress between two ksariks, leaving both with a supply of seeds that remain viable for months afterward.

The most fearsome of the ksarik's abilities is its capability of extracting and assimilating other creatures' genetic codes, temporarily mimicking its prey's adaptations. Studies suggest this ability is as much tied to a ksarik's physical characteristics as it is some rudimentary psychic ability that allows the plant to adjust its body in accordance with a stolen genetic blueprint. Most of this code is unstable within the plants, meaning ksariks can rarely maintain an



adaptation for more than a minute or, at most, a few hours. However, trace amounts of foreign DNA remain, and it appears that parents are able to pass lesser versions of their adopted abilities to their offspring.

This enhanced evolution has drawn ksariks into otherwise unsuitable habitats on Castrovel, where they have quickly outcompeted other species, even driving several of them to extinction. Due to this explosive growth, most lashuntas consider them an ecological nuisance, though xenobiologists have lobbied against the species' eradication until it can be properly studied—especially now that the ksariks have begun absorbing and demonstrating signs of rudimentary culture.

The most notable evidence of this cultural development is the lilting melodies ksariks sing when in close proximity to one another. Scientists have yet to discover the purpose of these songs, as their best efforts to determine if they provide any information to the plants has failed. What's more, their attempts to replicate the sounds only lead to angering nearby ksariks, the creatures being seemingly affronted by the endeavor. These sounds appear to emanate directly from a ksarik's skin instead of any particular orifice, a fact that opponents of ksarik conservation hold as proof that the plants aren't purposefully making them. Of course, those on the other side of the argument believe it doesn't matter from where the songs come.

ADAPTIVE SERUM

A handful of scientists who have spent countless hours studying the ksariks' ingested adaptation ability have discovered a formula that provides a facsimile of that power when imbibed. This magical serum alters users at a genetic level, granting them the ability to withstand energy attacks.

ADAPTIVE SERUM		LEVEL VARIES
MAGIC ITEM	BULK —	
Mk 1	LEVEL 4	PRICE 350
Mk 2	LEVEL 8	PRICE 1,500
Mk 3	LEVEL 12	PRICE 5,500

A dose of *adaptive serum* consists of a small piece of ksarik flesh (usually the tip of one of its tentacles) floating in a slightly alcoholic tincture. For an hour after you consume an *adaptive serum*, the first time you take energy damage, you gain resistance against that type of damage for that attack and for the remainder of the hour or until you rest 10 minutes to regain Stamina Points, whichever comes first. The amount of energy resistance you receive depends on the level of the serum. A *mk 1 adaptive serum* grants energy resistance 5, a *mk 2 adaptive serum* grants energy resistance 10, and a *mk 3 adaptive serum* grants energy resistance 15.

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KYOKOR



KYOKOR
CR 20
XP 307,200

KYOKOR**XP 307,200**

CE Colossal magical beast (colossal)

Init +6; **Senses** blindsense (thought) 120 ft., sense the masses; **Perception** +34

DEFENSE**EAC** 35; **KAC** 37**Fort** +23; **Ref** +19; **Will** +21**Resistances** cold 30, fire 30**OFFENSE****Speed** 100 ft., swim 100 ft.**Melee** bite +35 (4d12+29 P) or**CR 20****HP 485**

claw +35 (4d12+29 S) or
slam +35 (8d6+29 B)

Multiattack bite +32 (4d12+29 P), 2 claws +32 (4d12+29 S),
slam +32 (8d6+29 B)

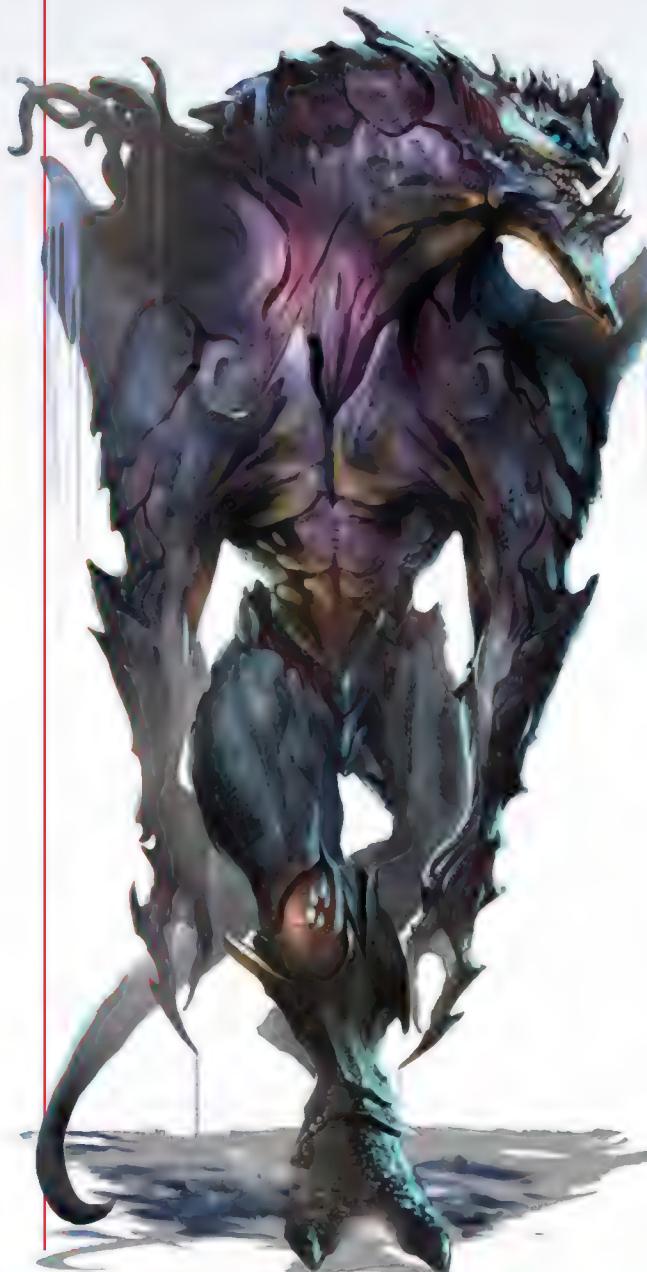
Space 60 ft.; **Reach** 60 ft.**Offensive Abilities** demolish structures, enthral victims**STATISTICS****Str** +9; **Dex** +6; **Con** +12; **Int** +6; **Wis** +5; **Cha** +4**Skills** Intimidate +39, Sense Motive +34, Survival +34**Languages** Ancient Daimalkan, Common**Other Abilities** massive, water breathing**ECOLOGY****Environment** any (Daimalko)**Organization** solitary**SPECIAL ABILITIES**

Demolish Structures (Ex) A kyokor has an exoskeleton that is harder than most metals, and it can therefore use its body against urban structures with deadly effect. A kyokor's natural weapons ignore the hardness of all structures not made of adamantine alloy or a harder material. Against structures made of such materials, a kyokor's natural weapons ignore half of the structure's hardness.

Enthrall Victims (Su) The force with which a kyokor destroys structures is laced with strange, ancient psychic energy. When a kyokor attacks a structure, all creatures within 100 feet with an Intelligence modifier of -3 or higher must succeed at a DC 25 Will saving throw or be stunned for as long as the kyokor is attacking a structure or any other creature within 100 feet. Each time the kyokor attacks a creature that a stunned victim can see, that victim can attempt a new saving throw. If a kyokor attacks a stunned creature, the stunned effect immediately ends. This is a mind-affecting fear effect.

Sense the Masses (Su) Large concentrations of sentient creatures are like beacons of light that call to kyokors. A kyokor can sense groups of 2,000 or more intelligent creatures gathered together in a single settlement out to 5 miles. This ability does not allow a kyokor to know exactly how many creatures are in a given location, but it does allow it to pinpoint pockets of intelligent life and know which pockets are the most populous.

Kyokors are one of the most common types of colossi that rampage like a living apocalypse across the ruined planet Daimalko (see page 464 of the *Starfinder Core Rulebook* for more information). These mammoth, bipedal alien horrors are large enough to take out an entire city block with a few sweeps of their hulking claws, and in fact this seems to be exactly what they evolved—or were designed—to do.





KYOKOR PLATING (HEAVY ARMOR)

ARMOR MODEL	LEVEL	PRICE	EAC	KAC	MAX DEX	ARMOR		UPGRADE SLOTS	BULK
			BONUS	BONUS	BONUS	CHECK PENALTY	SPEED ADJUSTMENT		
Kyokor plating I	2	800	+2	+4	+3	-1	-5 ft.	1	1
Kyokor plating II	6	4,820	+8	+10	+4	-1	-5 ft.	3	1
Kyokor plating III	10	17,100	+13	+16	+4	-2	-5 ft.	3	1
Kyokor plating IV	14	76,000	+17	+19	+5	-2	-5 ft.	4	1
Kyokor plating V	18	371,000	+23	+24	+5	-2	-5 ft.	6	1

Kyokors are enormous juggernauts covered in shell-like exoskeletons of armored plates, from between which they can extrude hundreds of wriggling tonguelike appendages. They have occasionally been observed using these grotesque tendrils in those rare situations in which they need fine manipulation ability (though they may have others uses as well). Certainly the jagged crablike claws on their arms are useless for grabbing anything smaller than a boulder; these are used almost exclusively to spear and smash. A kyokor has an armored skull with a strangely elongated chin, tiny glowing eyes peeking out from a cavernous gash, and sharp growths like a crown of teeth rising from the top of its head. A single kyokor is typically about 150 feet tall and weighs more than 20,000 tons.

Although most Daimalkans who have ventured to the planet's surface have seen at least one kyokor from afar, only a handful of the bravest explorers and heroes have ever seen one up close. Most known information about these colossi comes from bloodstained, hastily scrawled records created during the Awakening (the planet-wide cataclysm that released the kyokors and other colossi from their slumber deep within the oceans). According to these dossiers, kyokors have the ability to sense large populations of humanoids from incredible distances and to grip their victims' minds in fear as they gleefully destroy whole cities. The latter ability leaves populations at the mercy of the beasts, and likely contributed to how quickly Daimalko fell into ruins during the Awakening. It's also said that kyokors are capable of speech, but that no one alive has heard a kyokor's voice.

Kyokors target population centers, and they seem to equally revel in the fear they produce as they demolish buildings and snatch up tiny humanoid snacks to eat. The monsters

are voraciously hungry, but whether it's destruction or meat that sustains them is unknown. Kyokors exhibit surprising intelligence and are fiercely independent. They occasionally fight other colossi in grudge matches that blast entire landscapes.

Among citizens of the Pact Worlds, rumors swirl about elite bands of Daimalkan colossi hunters who have taken down kyokors and reaped impossible riches from their corpses. Given the creatures' history, though, the veracity of such claims is question.

KYOKOR PLATING

Scavengers on Daimalko dare to brave the wastes of their world to gather the enamel-like hulls that kyokors occasionally shed from their crowns. These toothy moltings are enormous, and once they're retrieved, they require a great deal of effort to grind into plates that can be used to craft armor. Despite this and the dangers of gathering the requisite moltings, suits of kyokor plating are in demand throughout the universe, making collection of the raw materials and subsequent forging into lucrative careers.

Suits of kyokor plating are tough and surprisingly lightweight for their size, and the moltings' porous nature makes this armor perfect for the installation of various upgrades and other methods of personalization. Lower-quality suits are fashioned from numerous pieced-together blasted fragments, sacrificing durability for lower cost. High-quality suits are fashioned entirely from sleek, fitted enamel plates, which offer practically unparalleled protection but can be restrictive when it comes to a wearer's range of motion.



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MARAQUOI



MARAQUOI
HUNTER
CR 1/2
XP 200



MARAQUOI
SHAMAN
CR 8
XP 4,800

MARAQUOI HUNTER

CR 1/2

XP 200

NG Medium humanoid (maraquoi)

Init +4; **Senses** low-light vision, blindsense (sound) 30 ft.;**Perception** +4

DEFENSE

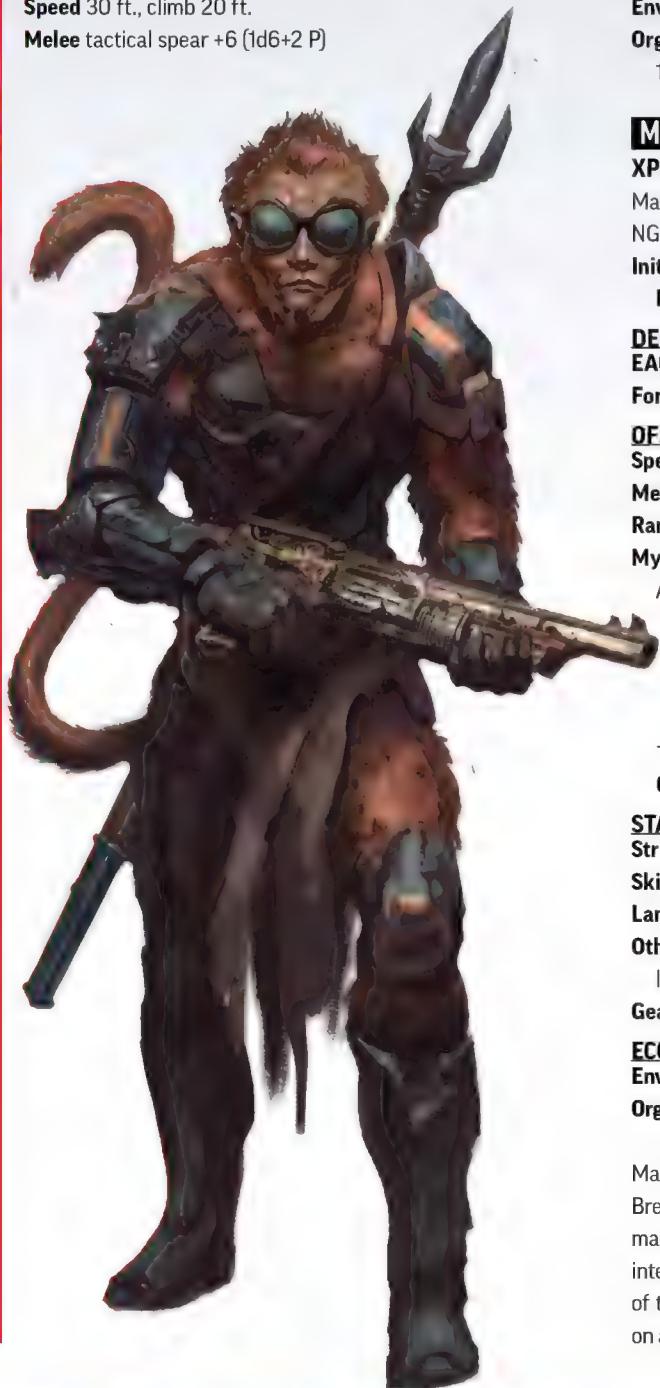
EAC 10; KAC 12

HP 13

Fort +2; **Ref** +1; **Will** +2

OFFENSE

Speed 30 ft., climb 20 ft.

Melee tactical spear +6 (1d6+2 P)**Ranged** pulsecaster rifle +3 (1d6 E)

STATISTICS

Str +2; Dex +0; Con +3; Int +0; Wis +1; Cha +0

Skills Athletics +4 (+12 when climbing), Stealth +4, Survival +9**Languages** Common, Maraquoi**Gear** pulsecaster rifle with 2 batteries (20 charges each), tactical spear

ECOLOGY

Environment any (Marata)**Organization** solitary, hunt (2-4), or warband (4-12 plus 1 maraquoi shaman)

MARAQUOI SHAMAN

CR 8

XP 4,800

Maraquoi mystic

NG Medium humanoid (maraquoi)

Init +0; **Senses** low-light vision, blindsense (sound) 30 ft.;**Perception** +16

DEFENSE

EAC 19; KAC 20

HP 105 RP 4

Fort +7; **Ref** +7; **Will** +11

OFFENSE

Speed 30 ft., climb 20 ft.

Melee sentinel spear +15 (2d6+9 P)**Ranged** sentinel spear +13 (2d6+9 P)

Mystic Spell-Like Abilities (CL 8th)

At will—*mindlink*, *telepathic bond*

Mystic Spells Known (CL 8th)

3rd (3/day)—*dispel magic*, *mystic cure*2nd (6/day)—*force blast* (DC 19), *inflict pain* (DC 19), *lesser restoration*, *remove condition*1st (at will)—*charm person* (DC 18), *lesser remove condition*

Connection healer

STATISTICS

Str +1; Dex +0; Con +4; Int +1; Wis +6; Cha +2

Skills Diplomacy +16, Medicine +21, Mysticism +21**Languages** Common, Maraquoi**Other Abilities** healer's bond, healing channel (6d8), lifelink (8 HP)**Gear** d-suit II, sentinel spear

ECOLOGY

Environment any (Marata)**Organization** solitary or warband (1 plus 4-12 maraquoi hunters)

Maraquoi are the primary native race of Marata, one of Bretheda's moons. A primitive culture until relatively recently, maraquoi have made rapid technological advances as a result of interplanetary trade, yet they maintain many of the traditions of their ancestors. Maraquoi stand slightly taller than humans on average, and their bodies are covered with silky fur that acts



like thousands of tiny antennae, transmitting sound to their sensitive skin. Maraquei also each have a prehensile simian tail that allows them to manipulate objects.

More than anything else, the maraquei's complex genders and familial structures set them apart from other races. Where many humanoid races in the Pact Worlds have a binary system of sexual reproduction, maraquei have seven different sexes, each playing a different role in the process of reproduction. The ilsha, qsha, and susha (roughly translated to "earth-sire," "sky-sire," and "water-sire," respectively) each contribute genetic material to the uisha ("sharer"). Shortly thereafter, the uisha passes the fetal maraquei on to a klsha ("bearer"), who carries the child to term. Once born, the infant maraquei must be passed on to a mesha ("cradle"), who carries the child in a marsupial-style pouch and nurses them until they wean. The most unusual sex might be the zysha ("facilitator"). While a zysha does not have much to do with the physical process of reproduction, their presence throughout is vital, as they somehow still pass on elements of their genetic code to the developing maraquei. Monogamous marriage and similar traditions are unknown in traditional maraquei culture, and despite the influx of media from other worlds, most maraquei remain perplexed or amused by the concept.

Maraquei culture has a deep respect for life and the notion of family. The loss of several tribe members could prevent reproduction altogether, and so every life must be protected and treasured. This applies to other forms of life as well, and each hunt is traditionally followed by a ritual honoring the slain beast. Nearly all maraquei consider themselves part of a single extended family, and intertribal conflict is rarely lethal. At the same time, the abundance of predatory fauna on their home world means that maraquei warriors are both common and extremely skilled, using their abilities to guard their tribes. The practice of turning to mercenary work on other planets has deeply divided the maraquei in recent generations: some believe there's no conflict with their belief system so long as they never kill other maraquei, while others rail against what they see as an abandonment of virtue and the exploitation of their noble guardians by outside interests. Even maraquei mercenaries, however, retain



RACIAL TRAITS

Ability Adjustments: +2 Con, +2 Wis, -2 Dex

Hit Points: 5

Size and Type: Maraquei are Medium humanoids with the maraquei subtype.

Blindsight: Maraquei sense sound through their skin rather than with ears, gaining blindsight (sound) with a range of 30 feet.

Climber: Maraquei have a climb speed of 20 feet.

Low-Light Vision: Maraquei can see twice as far as humans in conditions of dim light.

Natural Hunter: Maraquei receive a +2 racial bonus to Survival skill checks.

Prehensile Tail: A maraquei's tail is as effective as a hand at manipulating objects, which allows them to wield and hold up to three hands' worth of weapons and equipment. This does not increase the number of attacks they can make during combat.

much of their traditional honor system, with rituals recognizing fallen friends and foes alike.

Many maraquei treasure their ancient hunter-gatherer customs, and some tribes still dwell in cliffside caves and split-log longhouses in the deep forests, with only basic technological conveniences. Others follow cattle-lizard herds across rocky plateaus but use modern vehicles and weapons. Still others seek to fully industrialize, and in recent years they have created impressive urban settlements, mining and exporting the planet's natural resources in violation of the traditionally communal approach to property. Tensions are increasing between the various groups, and some maraquei fear that their society is on the verge of fracturing beyond repair.

MARAQUI

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MAROONED ONE



MAROONED
ONE
CR 8
XP 4,800

MAROONED ONE

CR 8

XP 4,800

NE Medium undead

Init +4; Senses blindsight (life) 60 ft., darkvision 60 ft.;

Perception +16

DEFENSE

EAC 23; KAC 25

Fort +11; Ref +7; Will +13

Immunities undead immunities

HP 115



OFFENSE

Speed 30 ft.

Melee tactical knife +17 (2d4+10 S)

Ranged advanced semi-auto pistol +15 (2d6+8 P)

Offensive Abilities strangle

STATISTICS

Str +2; Dex +4; Con –; Int +6; Wis +1; Cha +1

Skills Computers +21, Culture +16, Engineering +21 (+26 to disable life-support systems), Stealth +21, Survival +16

Languages Common, 1 other language known in life

Other Abilities sabotage life support

Gear kasatha microcord III, advanced semi-auto pistol with 30 small arm rounds, tactical knife

ECOLOGY

Environment any

Organization solitary or desolation (2-5)

SPECIAL ABILITIES

Sabotage Life Support (Ex) A marooned one gains a +5 bonus to Engineering checks to disable a device that provides life support.

Strangle (Su) When a marooned one succeeds at a grapple combat maneuver, the target must attempt a DC 18 Fortitude save. If the target fails, it takes 1d12+10 bludgeoning damage and 1d4 Constitution damage; if it succeeds, it takes half the bludgeoning damage and negates the Constitution damage.

There is a special psychological pain in watching your last chance of survival slip out of sight. Those who are left behind to die in the cold of space—whether on a deserted asteroid or a derelict ship—sometimes arise as a special type of undead called a marooned one. Whether they died of asphyxiation, dehydration, or starvation, unfortunate souls that arise as marooned ones have a desiccated look, with taut skin stretched across their bones. Depending on how long it took them to die, they may have patched environment suits or other signs of their attempts to prolong their isolated lives as long as possible. Many show evidence of madness, both from the psychological pain of their abandonment and from the supernatural dread of the horrific transformation that awaits them just on the other side of death. They often have elaborate tattoos or ritual scarification—marks to count each day of their abandonment are common—or signs of dramatic self-harm, sometimes even including obvious signs of suicide from last-ditch efforts to end their loneliness or avoid the undead eternities that await them. Regardless of their mortal forms or alterations thereto, all marooned ones are distinguishable from similar undead by their glowing, ice-blue eyes and mouths that open unnaturally wide in cheek-splitting and jaw-cracking screams of fury.



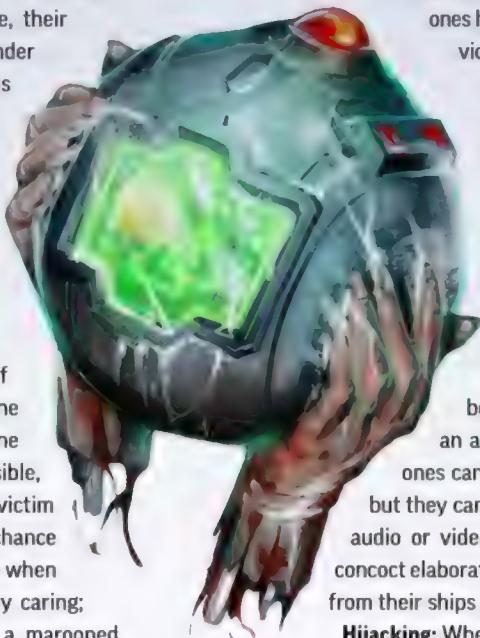
MAROONED ONE

Marooned ones inevitably remain near the place of their abandonment, ironically assuring that nobody recovers their remains or otherwise disturbs their final resting place without paying the price. While they have nearly as much intelligence as they did in life, their original personalities erode quickly under the corrosive power of the malicious energies reanimating them, and they use their cognition and what remains of their memories in service of a single purpose: causing other living creatures to suffer the same fate as they did.

The only time one of these undead feels something close to pleasure is when it forces or tricks a group of intruders in its territory into leaving one of their own behind. The marooned one avoids killing this castaway if possible, instead attempting to bond with the victim over their shared fate, increasing the chance that the intruder rises as a marooned one when it dies. This bonding can seem strangely caring; as soon as its victim's fate is sealed, a marooned one gives every appearance of sympathizing with its prey, even giving advice on how to continue to survive in their current environment as long as possible. This emotion is hollow, however, for a marooned one can never be convinced to allow a victim to escape, and what personality the undead manages to manifest during these conversations inevitably fades again with the victim's death and rebirth as a fellow undead. Once such a transformation occurs, the marooned ones show little interest in one another, waiting in total silence for more of the living to wander into their shared territory.

Marooned ones can operate any equipment they could in life and, as a representative sample of spacefarers, are often quite technologically savvy. They are frequently armed with weaponry appropriate to their earlier station, but they use such arms mostly to threaten and intimidate, and they prefer to strangle victims to death if marooning them isn't possible. Their technological acumen is also a major part of their threat, as starship crews sometimes don't realize they're in danger until a marooned one has already quietly and permanently disabled their starship, trapping them in the creature's territory.

Marooned ones are most often found in the hulks of dead starships and other places where spacefarers have been left to die slowly, adrift in the black due to mechanical failure or malicious pirates. Yet marooned ones can also arise in perfectly habitable but dangerously isolated regions: colonists and explorers stranded on new worlds, soldiers abandoned by allies on a battlefield—anyone who dies after being left behind can potentially turn into a marooned one.



FAVORITE TACTICS

Marooned ones typically have a lot of time to wait around before prey wanders into range, as well as the technical skills to make that wait worthwhile. Marooned ones have a variety of ploys to lure more victims and ensure that those who answer such calls never escape.

Distress Beacons: A great number of spaceships and stationary space installations have distress beacons or some other communication equipment that can be used to call for help. A marooned one trapped in such a location will sometimes get the distress beacon up and running again in an attempt to lure in prey. Marooned ones can't convincingly imitate the living, but they can sometimes pull together enough audio or video footage from files on hand to concoct elaborate scenarios to lure travelers away from their ships and into vulnerable situations.

Hijacking: When trespassers invade a marooned one's territory, the marooned one often uses its superior knowledge of the layout of the locale to bypass the intruders and get aboard their starship. Once inside, the undead gains control of the vessel by killing any crew still onboard and either flies the starship out of reach or permanently disables it, leaving those stranded to gradually die in their new hostile environs and potentially become marooned ones themselves. A marooned one equipped with a working starship often turns it into a deathtrap before luring more prey onboard. A very successful marooned one can pull this trick several times.

Sabotage: If a marooned one can't wrest a starship from its owners, it might play a longer game, stowing away upon the vessel and working to sabotage it once underway. Disrupting an oxygen recycler, while complicated, yields a wealth of suffering. In these cases, the dying crew will often go to their final rest hearing a raspy voice over the intercom whispering, "Sleep now. It will be over soon."

MAROONED ONE TEMPLATE GRAFT (CR 3+)

This poor soul was abandoned and left to die on a deserted asteroid, derelict ship, or other remote location.

Required Creature Type: Undead.

Required Array: Expert.

Traits: Blindsight (life) 60 feet; life-support sabotage and strangle (use standard melee damage for CR) special abilities (see page 76); +1/2 CR bonus to Fortitude saves; Computers, Engineering, and Stealth as master skills.

Suggested Ability Score Modifiers: Strength, Dexterity, Intelligence.

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MOUNTAIN EEL



MOUNTAIN EEL
CR 6
XP 2,400

MOUNTAIN EEL

XP 2,400

N Huge animal

Init +6; Senses low-light vision; Perception +13

CR 6

HP 95

DEFENSE

EAC 18; KAC 20

Fort +10; Ref +10; Will +5

OFFENSE

Speed 40 ft.

Melee bite +16 (1d8+11 P)

Space 15 ft.; Reach 10 ft.

Offensive Abilities paralyzing gaze (60 ft., DC 14), trample (1d8+11 B, DC 16)

STATISTICS

Str +5; Dex +2; Con +3; Int -4; Wis +0; Cha +0

Skills Athletics +18, Stealth +18

ECOLOGY

Environment temperate or warm mountains (Castrovel)

Organization solitary, pair, or herd (3-5)

SPECIAL ABILITIES

Paralyzing Gaze (Ex) Looking into a mountain eel's strange compound eyes causes the muscles of most living creatures to freeze up. A living creature that can see and begins its turn within 60 feet of a mountain eel must succeed at a DC 14 Fortitude save or be paralyzed for 1 round. A creature who succeeds at its save is immune to that mountain eel's paralyzing gaze for 24 hours. Creatures without a sense of sight and other mountain eels are immune to this effect.

Due to some quirk of parallel evolution, these massive creatures have features resembling their waterborne kin's, especially their gaping maws filled with terrible teeth. On the other hand, mountain eels have large, arthropodan compound eyes, and their coloring tends to

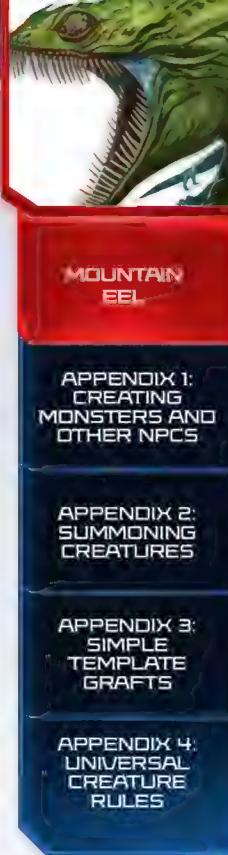
range from dark to very dark green. Mountain eels dwell on the slopes of the mountains of Castrovel, gliding quietly between the trees as they hunt for prey. The gaze of a mountain eel paralyzes most creatures, allowing the beast to run its victims down and feast on their corpses. A typical mountain eel is about 5 feet tall but 60 feet from nostrils to tail if laid out in a straight line, though it constantly squirms and contorts its body. Despite its size, a mountain eel is very light, weighing approximately 300 pounds.

Mountain eels are carnivores, and they prefer their meals to be freshly dead before they tear into the flesh.

However, they need to eat close to their weight in food every day, so they have been known to devour long-dead creatures if enough meat remains on the bones. If a mountain eel has sated its appetite before completely consuming its prey, it simply leaves the body to rot, sometimes coming back to it the following day or leaving it for scavengers (or other mountain eels). Mountain eels get almost all of their hydration from eating, and they tend to avoid larger bodies of water, though it isn't uncommon to spot a mountain eel splashing through a small stream or turning its face up toward the sky during a rainstorm.

Despite their massive bulk, mountain eels are surprisingly quiet in most of their movements, as they distribute their weight across the length of their bodies using their multitude of winged armlike appendages. The creatures also use these arms to push underbrush and small trees to one side.





as they travel, to avoid the telling sounds of snapping branches and crunching twigs. As a mountain eel closes in on its prey, however, it abandons all attempts at subtlety to gather up enough speed to crush its targets.

In addition to their uncannily quiet locomotion, mountain eels only very infrequently vocalize in any way. After years of study, scientists have discovered that the creatures' vocal chords are almost completely vestigial. After noticing dozens of small scent glands located just under their scales during their dissections, these researchers posited that mountain eels communicate with one another through smells. Xenobiologists are still unsure exactly how this ability works, but mountain eel hunters and others who live in mountain eel territory have learned that certain smells mean danger.

Mountain eels give birth to live offspring, a messy process that produces a handful of nearly translucent, mucus-covered elvers that are each almost as big as a human. Though newly born mountain elvers' size might allow them to hunt right away, their fearsome fangs don't grow in for several weeks. During this time, the parent eels bring small chunks of meat to their offspring, which swallow the food whole. As they start feeding, their pigmentation slowly comes in, and when they do finally develop their teeth, the elvers can take down their own, albeit smaller, prey. It takes several more years of constant eating before an elver becomes a full adult mountain eel and another few years before it reaches sexual maturity.

Judging on appearance alone, it is difficult to tell an elderly mountain eel from an adult. A mountain eel close to the end of its life tends to move a little slower, however, and the odors it emanates become more flowery. Once it becomes unable to catch enough food, the beast slowly starves to death. A mountain eel's corpse quickly succumbs to the elements, rotting faster than most other dead flesh and attracting teeming swarms of insects. Even a dead mountain eel's bones seem to disappear after a few days in Castrovelian weather; they are often mistaken for fallen logs covered in a thick layer of bright-green moss.

Some lashuntas and formians enjoy hunting mountain eels, despite (and many would say because of) the danger they pose. These thrill seekers equip themselves with sniper rifles and veils before setting out for the planet's

mountainous areas. The eels leave very little trace of their movements through the foliage, so hunters must be on the lookout for partially chewed carcasses and other signs of mountain eel habitation, such as an increased insect population. Once they find one of the beasts, they make sure to isolate it before striking. Successful lashunta hunters skin the dead eels to make items of clothing, which they sometimes enchant (like the items presented below). Formians, on the other hand, enjoy cooking mountain eel meat, using an array of exotic spices.

MOUNTAIN EEL LEATHER

Mountain eels' hides are easily worked, and talented leatherworkers who dabble in enchanting often make them into magic items such as the ones listed below.

RECKLESS GLOVES

LEVEL 1

MAGIC ITEM (WORN)

PRICE 250

BULK L

These thick leather gloves are often worn by aggressive vehicle pilots. Increase the collision DC of any vehicle you are driving by 2, and gain a +2 circumstance bonus to your Piloting checks when taking the ram and run over actions.

RESILIENT JACKET

LEVEL 2

MAGIC ITEM (WORN)

PRICE 600

BULK L

This waterproof leather jacket functions as a travel outfit (Starfinder Core Rulebook 230). Once per day as a reaction, you can reroll a failed Fortitude saving throw.

TRAMPLING BOOTS

LEVEL 4

MAGIC ITEM (WORN)

PRICE 2,500

BULK L

These rugged boots are made from the finest mountain eel hide. You can ignore difficult terrain, but only in hilly and mountainous environments. In addition, once per day as a full action, you can move up to your speed through other creatures' spaces (as long as those creatures aren't larger than you are). Each creature in your path automatically takes $2d6+4$ bludgeoning damage. A target of this trample ability can make an attack of opportunity against you as you pass through its space, but at a -4 penalty. A target can forgo this attack of opportunity to instead attempt a DC 16 Reflex save to take half damage.

MOUNTAIN EEL

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NECROVITE



NECROVITE
CR 13
XP 25,600

NECROVITE

XP 25,600

NE Medium undead

Init +3; Senses blindsight (life) 60 ft., darkvision 60 ft.;

Perception +23

Aura fatigued (30 ft., DC 21)

CR 13

HP 186 RP 5

DEFENSE

EAC 29; KAC 30

Fort +12; Ref +12; Will +18

Defensive Abilities fast healing 10, rejuvenation (1d8 days); **Immunities** cold, electricity, undead immunities

OFFENSE

Speed 30 ft., fly 60 ft. (Su, average)

Melee *Eoxian wrackstaff* +20 (6d4+13 B; critical inflict pain [DC 21])

Ranged perihelion laser pistol +22 (4d4+13 F; critical burn 2d4)

Offensive Abilities undead mastery**Spells Known** (CL 13th; ranged +22)

5th (3/day)—heat leech (DC 24), mind thrust (DC 24)

4th (4/day)—corrosive haze (DC 23), dimension door, enervation, hold monster (DC 23)

3rd (at will)—dispel magic, explosive blast (DC 22)

STATISTICS

Str +0; Dex +3; Con –; Int +8; Wis +4; Cha +6

Skills Bluff +28, Computers +28, Engineering +28,

Mysticism +28, Sense Motive +28

Languages Common, Eoxian, Sarcesian; limited telepathy 30 ft.

Other Abilities magic hacks (flash teleport, tech countermeasures), unliving

Gear d-suit IV (gray force field [20 temporary HP]), *Eoxian wrackstaff*, perihelion laser pistol with 6 high-capacity batteries (40 charges each), spell gem of dominate person, spell gem of teleport

ECOLOGY

Environment any (Eox)

Organization solitary

SPECIAL ABILITIES

Fatigue Aura (Su) Any creature that comes within 30 feet of a necrovite is fatigued unless it succeeds at a DC 21 Fortitude saving throw. A creature that is already fatigued suffers no additional effect. A creature that successfully saves cannot be affected again by the same necrovite's aura for 24 hours.

Rejuvenation (Su) When a necrovite is destroyed, its electroencephalon immediately begins to rebuild the creature's body nearby and download the necrovite's consciousness into it. After 1d8 days, the necrovite awakens fully healed (albeit without any gear it left behind on its old body).

Undead Mastery (Su) As a standard action, a necrovite can cause one undead creature within 50 feet to fall under its control as per *control undead* (Will DC 21 negates). This control is permanent for unintelligent undead; an undead creature with an Intelligence score can attempt an additional saving throw each day to break free. A creature that successfully saves cannot be affected again by the necrovite's undead mastery for 24 hours. A necrovite can control a group of undead whose total CR is no greater than twice its CR (26 for the typical necrovite).





Long ago, when the native humanoids of Eox—called elebrians—destroyed two neighboring planets, the backlash devastated their own world as well, forcing them to turn to necromancy to survive. The most powerful spellcasters among these survivors combined their advanced technology with the ancient magical traditions of lichdom to achieve immortality in the form of eternal undeath. These were the first necrovites, and along with their colleagues who sought refuge in other forms of undeath, they took control of their ravaged planet to become the first bone sages, Eox's notoriously aloof heads of state.

Becoming a necrovite is a long and arduous process, but the crux of the ritual involves extracting the spellcaster's consciousness and soul and imprisoning them in a technomagical relic called an electroencephalon. The spellcaster dies but becomes undead, and as long as her electroencephalon remains intact she can continue her existence without fear of the passage of time.

In addition to constructing an electroencephalon to house her soul, a prospective necrovite must also research and learn the proper ritual to transfer her life force into the receptacle and prepare her body for the transformation into undeath. This ritual is unique to each body and soul—what works for one necrovite will not work for another—and likely has deleterious effects. The exact methods for each spellcaster's transformation into a necrovite are left to the GM's discretion, but the process should involve expenditures of hundreds of thousands of credits, multiple dangerous quests, and many difficult skill checks over the course of months, years, or decades.

The above stat block represents an elebrian necrovite—a necrovite formed from one of Eox's original humanoid inhabitants—but other races can become necrovites as well, using the template graft in the sidebar.

ELECTROENCEPHALON

An integral step in becoming a necrovite is the creation of the electroencephalon in which the aspirant stores her consciousness and soul. The only way to truly destroy a necrovite is to locate and destroy her electroencephalon; otherwise, the necrovite simply regenerates, awakening fully healed 1d10 days later. Not even disintegrating a necrovite's corpse or flinging it into a sun can destroy it—so long as the electroencephalon remains unharmed. This is one reason why many necrovites not only keep their electroencephalons hidden but build secret bunkers to house them, stocked with whatever they might need to rebuild and take revenge on their killers.



Each necrovite must craft her own unique electroencephalon, which is a hybrid item with a level equal to the character's caster level at the time of creation. The character must be a spellcaster and have a caster level of 7th or higher. Creating an electroencephalon otherwise follows the normal rules for crafting equipment (see page 235 of the *Starfinder Core Rulebook*). The cost to create an electroencephalon varies between individual creators and should be determined by the GM, but it is roughly equivalent to the price of a small arm with an item level equal to the creator's caster level.

EOXIAN WRACKSTAFF

The *Eoxian wrackstaff* is a hybrid weapon that can trace its history back to the time when Eox was a living world with living inhabitants. Used by ancient elebrian leaders to keep their subjects and slaves in line, the *Eoxian wrackstaff* survives to the modern day as a relic of that past still clung to by those same rulers, who turned to undeath to survive their planets' demise. Now, most elebrian bone sages wield these weapons as symbols of their undying rule, and their use has spread throughout the Pact Worlds, though people tend not to trust a wielder of one.

EOXIAN WRACKSTAFF

LEVEL 13

HYBRID ITEM

PRICE 48,500

BULK 1

Consisting of a long metallic shaft capped with a two-pronged head, an *Eoxian wrackstaff* is a two-handed basic melee weapon that deals 6d4 bludgeoning damage and has the block weapon special property. On a critical hit, the target is affected by *inflict pain* (CL 13th). Undead creatures are immune to this critical hit effect.

NECROVITE TEMPLATE GRAFT (CR 7+)

A spellcaster with this template graft has used a terrifying combination of magic and technology to transform itself into an undead abomination.

Required Creature Type: Undead.

Required Array: Spellcaster.

Traits: Fast healing, fatigue aura (see page 80), immunity to cold and electricity, rejuvenation (see page 80), undead mastery (see page 80), two technomancer magic hacks or mystic connection powers by CR; Bluff, Computers, Mysticism, and Sense Motive as master skills; can choose spells from both the mystic and technomancer lists.

Suggested Ability Score Modifiers: Intelligence, Wisdom, Charisma.

NECROVITE

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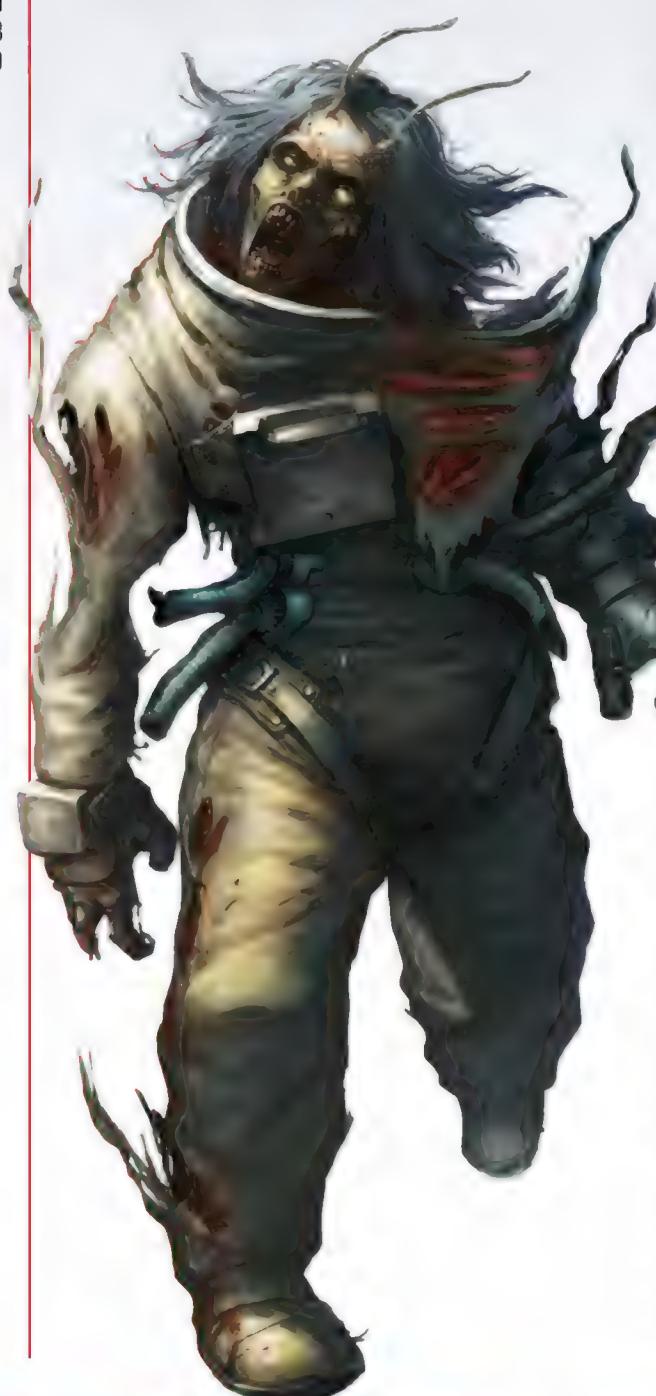
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NIHILI



NIHILI
CAPTAIN
CR 13
XP 25,600

NIHILI
CAPTAIN
CR 13
XP 25,600



NIHILI

XP 1,600

NE Medium undead

Init +3; Senses darkvision 60 ft.; Perception +11

Aura gravity well (5 ft., DC 15)

DEFENSE

EAC 17; KAC 19

Fort +7; Ref +7; Will +6

Immunities undead immunities

CR 5

OFFENSE

Speed 30 ft., climb 20 ft.

Melee slam +14 (1d6+10 B)

Offensive Abilities decompression gaze (15 ft., DC 15, 1d4+3 B)

STATISTICS

Str +5; Dex +3; Con -; Int +2; Wis +0; Cha +0

Skills Athletics +16 (+24 when climbing), Stealth +11

Other Abilities unliving

ECOLOGY

Environment any vacuum

Organization any

SPECIAL ABILITIES

Decompression Gaze (Su) The dead stare of a nihili makes those around the undead feel like their own lungs are starting to violently collapse, mimicking the nihili's demise. A living creature that can see and breathe that begins its turn within 15 feet of a nihili must succeed at a DC 15 Fortitude save or take 1d4+3 bludgeoning damage.

Gravity Well (Su) A nihili generates a field of gravity that functions in a 5-foot aura around itself (including 5 feet above the nihili), exerting a downward force toward the nihili's feet. This allows the nihili to function as if constantly under the effect of *spider climb*. Any creature entering this aura from an area of zero-g must succeed at a DC 15 Reflex saving throw or be knocked prone.

NIHILI CAPTAIN

CR 13

XP 25,600

NE Medium undead

Init +6; Senses darkvision 60 ft.; Perception +23

Aura gravity well (5 ft., DC 21)

DEFENSE

EAC 27; KAC 29

Fort +15; Ref +15; Will +14

Immunities undead immunities

OFFENSE

Speed 30 ft., climb 20 ft.

Melee slam +26 (3d12+21 B)

Offensive Abilities decompression gaze (15 ft., DC 21, 3d8+11 B)

STATISTICS

Str +8; Dex +6; Con -; Int +4; Wis +0; Cha +0

Skills Athletics +28 (+36 when climbing), Stealth +23

Other Abilities unliving

ECOLOGY

Environment any vacuum

Organization any

SPECIAL ABILITIES

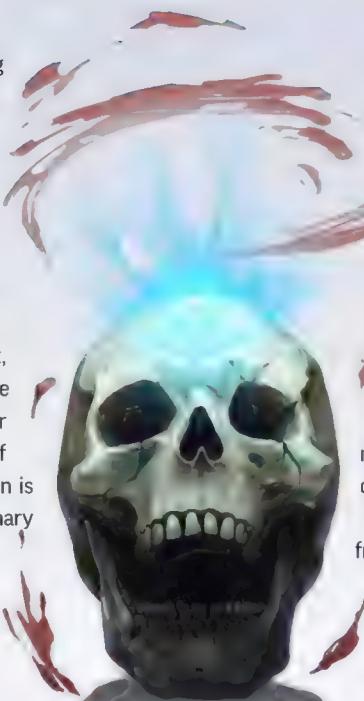
Decompression Gaze (Su) See above.**Gravity Well (Su)** See above.



More so than any harsh desert or freezing tundra, the airless void of space is an unforgiving killer. Most life-forms can survive for about 90 seconds in a vacuum before dying, though rapid depressurization can cause unconsciousness in as little as 15 seconds. When an unprotected body is introduced to a vacuum, the gases inside it begin to expand due to the difference in pressure. While this causes discomfort, especially in the abdominal area due to the expansion of intestinal gases, the real danger comes from any oxygen still in the lungs. If that gas can't escape (say, because the person is trying to hold his breath), the delicate pulmonary tissue can become severely damaged. Those who survive such an event can be left with permanent injuries, such as blindness, a collapsed lung, or worse. Those who do not survive spend their last few moments in terrible pain and mind-numbing terror, and sometimes such suffering prevents souls from passing on to the afterlife. These unfortunate creatures rise again as undead monstrosities known as nihilis.

With puffy skin, ragged wounds from gases escaping the body, and gaping mouths, nihilis might resemble mindless zombies, but they have a sharp intellect and powers that make them far more formidable. A nihili's gaze can crush the lungs of any living creature who sees it, as if the victim were being squeezed by a giant hand. In addition, nihilis creates their own gravity, allowing them to move easily about the wrecked starships where they are usually found. This aura can surprise those attempting to float past nihilis in zero gravity, often causing them to fall face first onto whatever surfaces the undead are standing on. Nihilis that perished floating through the void use this ability to cling to passing vehicles, eventually working their way inside to slaughter the vessels' crews.

Nihilis have an everlasting hatred of the living, especially of spacefarers for daring to travel the void. Some scholars posit that nihilis are the embodiment of outer space's cruellest aspects and exist only to punish those who sully its vacuum. While most scoff at the idea of ascribing a will to something so vast and pervasive as space, there is no denying that nihilis exist and are vicious killers. The undead use their natural cunning to lie in wait for potential victims, usually crouching in dark corners near the ceiling where few think to look before springing into combat. They fight with almost no sense of self-preservation, unless vastly outnumbered, at which time the nihilis turn and flee. Once nihilis have killed their victims, they usually leave the corpses where they fall, having no desire to consume living flesh or blood. They then begin the hunt for further prey.



Most nihilis occur naturally, but they can be created by powerful spellcasters using the *animate dead* spell. Animating a nihili in this way requires crushed rock from a planetoid with no atmosphere as part of casting the spell. Nihilis created by Exolian necromancers are sometimes assigned to ships of the Corpse Fleet as engineers, as they can walk along the outside of the vessels with little difficulty in order to make repairs. An ambitious nihili who proves its worth might eventually become the captain of its own Corpse Fleet ship.

Rumors speak of a cult of nihilis in the fringes of the Vast who have discovered a small tear in reality that opens up onto the Negative Energy Plane. Calling it a "dark star," these nihilis eject corpses (usually of victims they have killed) into the surrounding vacuum as sacrifices; some of these bodies are animated as nihilis who immediately attain honored positions in the cult, as they preach of sinister whispers from beyond the portal that encourage this gruesome form of reproduction. When one of these nihilis is destroyed, its remaining flesh is almost instantly flensed from its body, leaving a skeleton marked with glowing blue runes that are difficult for living creatures to focus on—attempting to do so results in blurred vision and nosebleeds. The few mystics who have studied these runes (usually through sketches or eyewitness descriptions) have yet to decipher their meaning. A small handful of rune-marked bones are kept in smoked-glass cases inside secure vaults by a few arcane research bases within the Pact Worlds.

No one knows for certain whether the nihilis who worship this "dark star" are venerating a shadowy entity or are suffering from some unknown kind of madness. However, travelers who survive passing through this region return with tales of huge masses of floating corpses forming a ring around a cloud of ebony particles that seems to absorb all light.

NIHILI TEMPLATE GRAFT (CR 3+)

Any breathing creature can die in the pitiless vacuum of space, whether because of a hull breach, being forced out of an airlock, or having its space suit run out of power while on an airless asteroid. Use the following template graft (see page 141) to create a unique nihili of any CR.

Required Creature Type: Undead.

Traits: Increase ability save DCs by 2.

Abilities: Decompression gaze (see page 82, damage as ranged energy damage of 2 CRs lower), gravity well (see page 82).

Suggested Ability Score Modifiers: Strength, Dexterity.

NOVASPAWN

NOVASPAWN
TIER 8

NOVASPAWN

TIER 8

N Huge starship aberration

Speed 6; **Maneuverability** poor (turn 3)**AC** 22; **TL** 20**HP** 200; **DT** 5; **CT** 40**Shields** medium 100 (forward 25, port 25, starboard 25, aft 25)**Attack (Forward)** tentacles +12 (4d4 plus immobilize), particle beam +12 (8d6)**Attack (Port)** heavy laser cannon +12 (4d8)**Attack (Starboard)** heavy laser cannon +12 (4d8)**Attack (Aft)** heavy laser cannon +12 (4d8)**Skills** Engineering +16, Piloting +20**Power Core** novaspawn heart (250 PCU); **Drift** none; **Systems**mk 6 armor, mk 5 defenses; **Expansion Bays** none**Other Abilities** living starship, no breath

ECOLOGY

Environment any vacuum**Organization** solitary

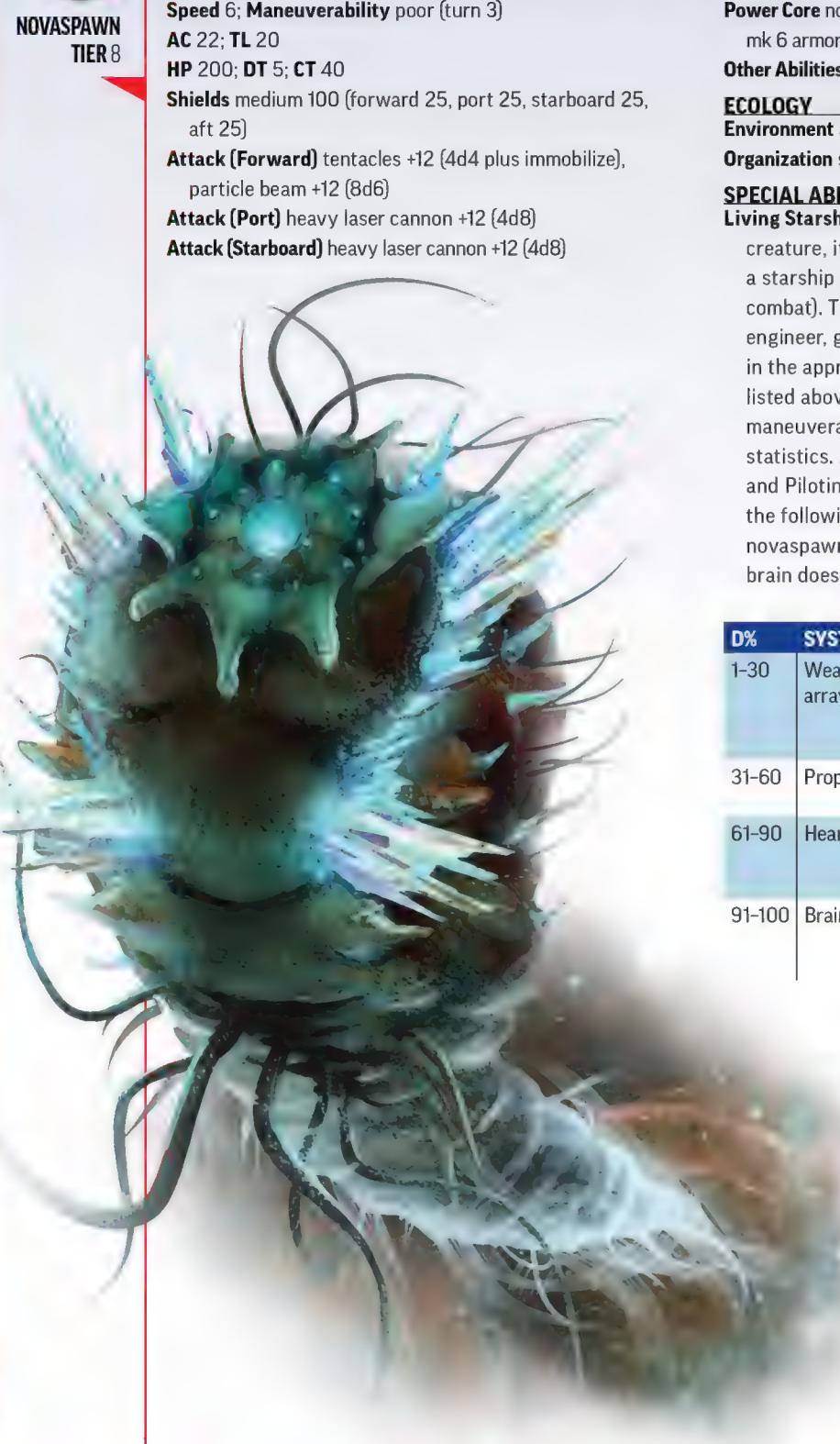
SPECIAL ABILITIES

Living Starship (Ex) While a novaspawn is a living

creature, it is so immense that it functions as a starship (and thus engages in only starship combat). Though it has no crew, it can still take engineer, gunner, and pilot actions (one of each, in the appropriate phases) using the skill bonuses listed above. Modifiers for its size, speed, and maneuverability have already been factored into its statistics. Assume it has 8 ranks in the Engineering and Piloting skills and a base attack bonus of +8. Use the following table to determine the effects when a novaspawn takes critical damage. The novaspawn's brain doesn't take critical damage conditions.

D%	SYSTEM	EFFECT
1-30	Weapons array	Randomly determine one arc containing weapons; condition applies to all gunner actions using weapons in that arc
31-60	Propulsion	Condition applies to all pilot actions
61-90	Heart	Condition applies to all engineer actions, except when patching or repairing the heart
91-100	Brain	During the next round, each of the novaspawn's attempted actions have a 25% chance of failure.

Tentacles (Ex) The gigantic tentacles dangling from a novaspawn's forward arc are powerful enough to grab a starship and hold it in place, making it easier for the novaspawn to blast the vessel with its particle beam. A novaspawn can make a tentacles attack only against a Large or smaller starship that is in its forward firing arc and in a hex adjacent to the novaspawn. If the attack deals Hull Point damage to the target, that vessel can't move unless its pilot succeeds at a DC 27 Piloting check as an action during the helm phase. A starship that is



immobilized in this way takes a -2 penalty to its AC and Target Lock.

Novaspawn are rare, enormous creatures of silicon and steellike flesh that live in the vacuum of space. They feed on cosmic radiation and travel with a purpose that no scientist has been able to fully fathom. No one is certain where they come from or exactly how long they live. However, scholars have discovered records that hint that at the end of a novaspawn's life cycle, it undergoes a devastating transformation to become a new star. This phenomenon has been named "solar parturition," though no currently living mortal has seen it occur. Most speculate that the process would burn nearby planets to cinders and irrevocably alter the climate of others farther away.

Novaspawn are generally peaceful, and they often react to outside stimuli in ways that most people don't understand. However, if antagonized, one of these spacefaring creatures can devastate smaller starships with ease, as its crystalline protrusions can convert internal electrical currents into blasts of energy much like those of standard laser cannons. A novaspawn also generates its own protective shields using its aberrant biology, which some believe is as much magical as it is scientific.

OLDER NOVASPAWN

The stat block above represents a novaspawn in an early stage of its maturation—such a novaspawn is still older than some civilizations. Older novaspawn can grow to Colossal starship size, dwarfing even the mightiest of warships. Novaspawn of such size are foes of a much higher tier, and their armaments function as capital weapons.

SOLAR PARTURITION (CR14)

In rare occasions, a novaspawn that is ill or under malign influences undergoes the process of parturition dangerously close to an inhabited planet or immobile space station. While the process isn't instantaneous, it still doesn't leave enough time to evacuate an entire world or crowded facility and get the residents to a safe distance (at least several hundred thousand miles away). However, all is not lost for these unfortunate souls. A group of adventurers brave enough to face a series of demanding challenges can stop a novaspawn's parturition before its completion.

During a novaspawn's transformation, it remains still and its outer defenses are powered down. An intrepid starship

crew can then approach and "board" the novaspawn by climbing into one of the heat dispersal vents located on its dorsal side. Since the novaspawn requires as much as heat as possible during the parturition process, these vents are completely sealed, but they can be cut open (a vent has 240 Hit Points and hardness 25) or forced open (DC 40 Strength check). Involuntary muscle contractions reseal the vent 3d4 rounds later.

Once inside, the heroes must navigate the novaspawn's twisting internal passageways while dealing with the growing heat and radiation. With a successful DC 30 Life Science check, they can find their way to the novaspawn's heart in 2d6+7 minutes (each successive attempt requires an additional 1d6 minutes). However, every minute spent inside, each hero must succeed at a DC 20 Fortitude check or take 10 fire damage. The novaspawn's heart must then be "deactivated" to halt the transformation, which requires six successful DC 36 skill checks (any combination of Engineering, Life Science, and Mysticism checks). Any character in the novaspawn's heart chamber is subjected to a high level of radiation; those outside are not.

If this complex process of magic and science is stopped, the novaspawn dies, but it won't explode unless someone brings it back to life, which would require a powerful occult process or an intricate technological procedure.



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NUAR



NUAR ENFORCER
CR 4
XP 1,200



NUAR SPECIALIST
CR 8
XP 4,800

NUAR ENFORCER**XP 1,200**

Nuar soldier

N Medium monstrous humanoid

Init +0; Senses darkvision 60 ft.; **Perception +10****CR 4****DEFENSE****EAC 18; KAC 20****Fort +6; Ref +4; Will +5****HP 52****OFFENSE****Speed** 35 ft.**Melee** tactical cryopike +12 (1d8+11 C) or horn +12 (1d6+11 P)**Ranged** frostbite-class zero rifle +9 (1d8+4 C; critical staggered [DC 13]) or

frag grenade II +9 (explode [15 ft., 2d6 P, DC 13])

Offensive Abilities gore, fighting styles (hit-and-run), knockdown**STATISTICS****Str +5; Dex +0; Con +3; Int +1; Wis +1; Cha +0****Skills** Athletics +15, Intimidate +10, Survival +10**Feats** Opening Volley**Languages** Common, Orc**Other Abilities** maze mind**Gear** lashunta ringwear II, maze-core frostbite-class zero rifle and tactical cryopike with 2 high-capacity batteries (40 charges each), frag grenades II (3)**ECOLOGY****Environment** any (Absalom Station)**Organization** solitary, pair, or brute squad (3-6)**SPECIAL ABILITIES****Gore (Ex)** A nuar can charge without taking the normal charge penalties to the attack roll or its AC. If the nuar has another ability that allows it to charge without taking these penalties (such as the charge attack ability from the soldier's blitz attack fighting style), the nuar also gains the ability to charge through difficult terrain.**Knockdown (Ex)** When a nuar enforcer scores a critical hit with a melee weapon that has no other critical effects, the attack gains the knockdown critical effect.**Maze Mind (Ex)** Nuars have a naturally strong sense of direction and an instinctive understanding of complex patterns. As a result, they very rarely get lost. A nuar can attempt a special level-based Wisdom check (1d20 + CR or level + Wisdom bonus) instead of using his total bonus in the Piloting skill to navigate or his total bonus in the Survival skill for orienteering.**NUAR SPECIALIST****CR 8****XP 4,800**

Nuar mechanic

LN Medium monstrous humanoid

Init +0; Senses darkvision 60 ft.; **Perception +16****DEFENSE****EAC 19; KAC 20****Fort +9; Ref +9; Will +9****OFFENSE****Speed** 40 ft.**Melee** buzzblade dueling sword +17 (2d6+10 S) or horn +17 (1d12+10 P)**Ranged** aphelion laser pistol +15 (3d4+8 F; critical burn 1d4) or frag grenade III +15 (explode [15 ft., 4d6 P, DC 18])**Offensive Abilities** gore, knockdown, overload (DC 18), target tracking**STATISTICS****Str +2; Dex +0; Con +2; Int +6; Wis +4; Cha +1**



Skills Athletics +16, Bluff +16, Computers +21, Engineering +21, Physical Science +21

Languages Common, Orc

Other Abilities artificial intelligence (exocortex), expert rig (cerebral implant), maze mind, mechanic tricks (holographic projector, neural shunt), miracle worker 1/day, remote hack (DC 18), wireless hack

Gear advanced lashunta tempweave (black force field [10 HP]), maze-core aphelion laser pistol and buzzblade dueling sword with 2 high-capacity batteries (40 charges each), frag grenades III (4), detonators (4)

ECOLOGY

Environment any (Absalom Station)

Organization solitary

SPECIAL ABILITIES

Gore (Ex) See page 86.

Maze Mind (Ex) See page 86.

Nuars are pale, minotaur-like creatures with formidable frames and roughly bovine faces, hooves, and horns. Their skin and hair range in coloration from snow white to cream, light gray, or tan, with eyes that are generally pink or red, though they much more rarely may be bright blue, green, or yellow. Nuars' bestial appearance often convinces others that the creatures are slow-witted and simple, but this is far from the truth.

Nuars trace their origins to lost Golarion, claiming they are a race distinct from the larger and less intelligent race of common minotaurs. Their accepted history states they existed on Absalom Station, and before that in the ancient city of Absalom, long before the Gap. With no firm scholarship to rely on, nuars have built a new mythology and history by borrowing elements from numerous other species and faiths.

Nuars have a strong appreciation for the culture of orcs and half-orcs, and often follow orc conventions and traditions that don't interfere with their endeavors in invention and innovation. They are drawn to technology and commonly worship Triune or Yaraesa, with their most senior priests also serving as skilled designers, engineers, and inventors.

Nuars are not a numerous race, even on their declared home of Absalom Station. They have no known major settlements of their own, though rumors persist of technologically advanced labyrinths hidden deep within asteroids of the Diaspora. Beyond Absalom Station, they are most often found on exploratory ships, as their combination of impressive physiques, keen intellects, and urges to research and create serve them well. However, as nuars age, they also tend to want to establish roots, often returning to Absalom Station to start a family or build a community.

RACIAL TRAITS

Ability Adjustments: +2 Str, +2 Int, -2 Dex

Hit Points: 6

Size and Type: Nuars are Medium monstrous humanoids.

Darkvision: Nuars have darkvision out to 60 feet.

Gore: See page 86.

Maze Mind: See page 86. In addition, a nuar with 1 or more ranks in Piloting or Survival also gains a +2 racial bonus to checks with that skill.

Natural Weapons: Nuars are always considered armed. They can deal 1d3 lethal piercing damage with unarmed strikes and the attack doesn't count as archaic. Nuars gain a unique weapon specialization with their natural weapons at

3rd level, allowing them to add 1-1/2 × their character level to their damage rolls with their natural weapons (instead of just adding their character level, as usual).

Swift: Nuars have a base speed of 40 feet.



A typical nuar stands between 7 and 7-1/2 feet tall and weighs about 300 pounds.

MAZE-CORES

The nuars' natural grasp of complex patterns and shifting connections has allowed them to develop special kinds of multifunctional devices using an adjustable component known as a maze-core.

A maze-core device acts as two different pieces of equipment, though it can function as only one of the two at any given time. Only powered or technological equipment can be built as maze-core devices, and the items must be melee weapons, small arms, longarms, heavy weapons, computers, or technological devices.

To create a maze-core device, select two pieces of equipment. The maze-core device has a bulk equal to that of the bulkiest of the two items + 1, and a cost equal to the most expensive of the two items + 1-1/2 times the cost of the less expensive item. When determining the maze-core equipment's hardness and Hit Points, treat it as having the higher level of the two items, but for all other calculations, each item retains its own item level. If both items require the same kind of ammunition or power (such as a battery), they share a single battery of the highest capacity either device uses.

Changing a piece of maze-core equipment to function as the alternate piece of equipment is a swift action.

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OMA



OMA
CR 16
XP 76,800

OMA**XP 76,800**

N Colossal magical beast

Init +8; Senses darkvision 60 ft., low-light vision;**Perception +28****DEFENSE****EAC 30; KAC 31****Fort +16; Ref +16; Will +19****Immunities** cold, electricity, vacuum**OFFENSE****Speed** fly 60 ft. (Su, clumsy)**Melee** tail slap +27 (6d8+19 B) or

bite +27 (6d6+19 P plus swallow whole)

CR 16**HP 285**

Ranged electrical discharge +29 (6d4+16 E; critical overload [DC 24])

Space 30 ft.; **Reach** 20 ft. (30 ft. with tail slap)**Offensive Abilities** swallow whole (5d4+16 E, EAC 30, KAC 27, 71 HP)**Spells Known** (CL 16th)

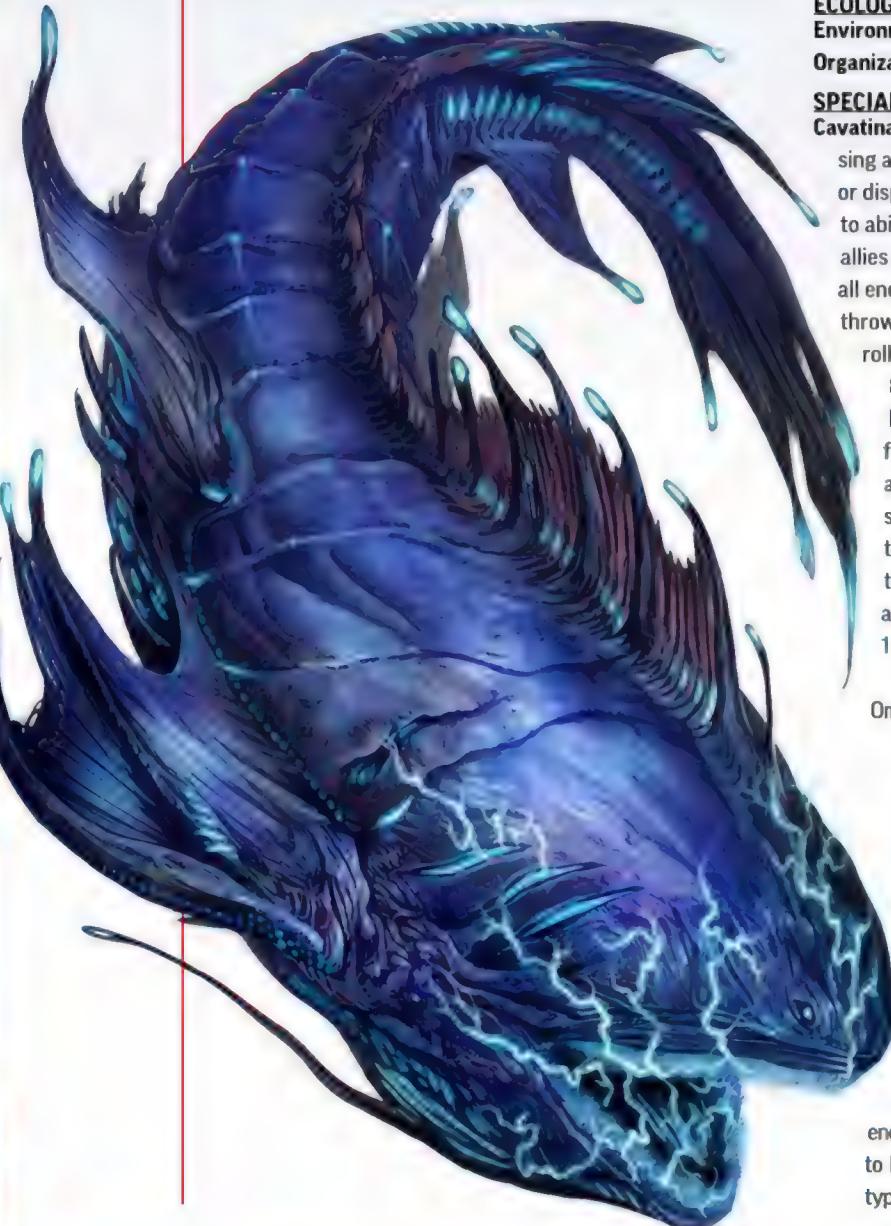
1/day—chain surge (DC 24), greater discharge (DC 24)

STATISTICS**Str +3; Dex +3; Con +7; Int +0; Wis +10; Cha +5****Skills** Acrobatics +33 (+25 when flying), Piloting +33, Sense Motive +28**Languages** starsong (can't speak any language)**Other Abilities** cavatina, no breath**ECOLOGY****Environment** any vacuum or gas giant**Organization** solitary, pair, or pod (3–5)**SPECIAL ABILITIES**

Cavatina (Su) Once per day as a move action, an oma can sing a telepathic song that either encourages its friends or dispirits its foes. The oma can grant a +2 morale bonus to ability checks, attack rolls, and skill checks to all allies within 60 feet. Alternatively, the oma can cause all enemies within 60 feet who fail DC 24 Will saving throws to take a -2 penalty to ability checks, attack rolls, and skill checks. This bonus or penalty lasts for 8 rounds.

Electrical Discharge (Ex) An oma can strike foes with a blast of electrical energy that has a range increment of 120 feet. When an oma scores a critical hit with its electric discharge, the target must succeed at a DC 24 Reflex save or technological items held by the target are unusable and do not provide any benefit to their wielder for 1 minute.

Oma are vast creatures, often called "space whales," that travel endlessly through the inky void. They magically project electromagnetic fields that shield them from the effects of the vacuum as well as from the particulate rings and dense atmospheres of the gas giants in which they usually feed, extracting energy and nutrients with their energy baleen. Oma are most often seen traveling alone, though there are regions of the Pact Worlds system where pods of oma are known to migrate together on a particular, if mysterious, schedule. Rarely, massive numbers of oma gather in the rings of a planet and put on an incredible show, their energy fields intermingling and reacting with local gases to light up swaths of space in a multicolored spectacle. A typical oma is 150 feet long and weighs 250 tons.



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The most commonly known—and least understood—feature of oma is their starsong: a haunting telepathic melody that can be perceived thousands of miles away, even across the void of space. While most describe starsong as slow, mournful, and crooning, none ever agree on the finer details of a particular oma song, which suggests that each listener hears something different. Attempts to decipher concrete meaning from these tonal poems have so far eluded even the most brilliant magic and linguistics experts, as the oma speak in riddles that even they don't always appear to understand. Scholars and cryptolinguists among the glowing (and completely unrelated) poet-whales of Triaxus's arctic seas claim that the patterns represent a surprisingly complete oral history of the universe, albeit a highly stylized and nonchronological version. Whatever the content of the songs, even the saltiest of spacefarers can become tearily nostalgic when they recall their first experience hearing the haunting sound in the silence between worlds.

Most reported interactions with oma have affirmed their docile nature, and many experienced spacefarers believe that the titanic creatures have a benevolent streak and that sighting one is a sign of good luck and favorable trade ahead. More than one crew of a disabled starship has reported being found by a passing oma, which then herded the ship back to civilized space. Once its temporary charges are safe again among their kind, the oma bids farewell with slow somersaults and cryptic starsong. However, those few that have attempted to hunt oma for sport have found them more than capable of defending themselves; the massive beasts can unleash a targeted burst of energy that disables most modern starship power cores. This has not gone unnoticed by various governments, who make periodic (and so far unsuccessful) attempts to reverse engineer and weaponize this ability. Oma are also capable of swallowing small starships (such as fighters and interceptors) whole; some do it accidentally as they feed, but most only when provoked.

OMA AS STARSHIPS

Barathus once used oma as living starships, telepathically directing the creatures from within their surprisingly habitable stomachs. Modern bioengineering has made this form of travel rare, though occasionally delegations of barathus arrive at a port in an oma to make a grand impression. In a more gruesome fashion, certain advances in the synthesis of organic materials have created a more morbid way for smaller creatures to also harness the great power of an oma. At the end of its natural life, a typical oma travels to a gas giant that meets specific (but unknown) criteria, where it locks itself into orbit and refuses to feed as it sings a final telepathic dirge. Enterprising shipbuilding outfits—sometimes employing telepaths who have attuned themselves to this particular song—race to reach a dying oma before its orbit inevitably decays and the titanic corpse is lost. Specialized crews secure and preserve the massive beast, refitting its body into a ship frame that, while poorly suited to Drift travel thanks to its largely organic nature, makes for an excellent—albeit ghoulish—Material Plane transport vessel.

The following frame statistics can simulate a living or dead oma starship, at the GM's discretion, using the system for building starships presented in the *Starfinder Core Rulebook*.

OMA

Size Medium

Maneuverability average [+0 Piloting, turn 2]

HP 85 (increment 15); **DT** –; **CT** 17

Mounts forward arc (1 heavy, 1 light), port arc (1 light), starboard arc (1 light), aft arc (1 light)

Expansion Bays 6

Minimum Crew 1; **Maximum Crew** 6

Cost 20

SPECIAL ABILITIES

Drift Resistant (Ex) An oma's body must be specially refitted to accommodate Drift travel; installing a Drift engine in an oma increases the price of the engine by 50%.

OROCORAN



OROCORAN
CR 6
XP 2,400



**OROCORAN
ICHLOR LORD**
CR 9
XP 6,400

OROCORAN

XP 2,400

CE Medium aberration

Init +5; **Senses** darkvision 60 ft., see *invisibility*;
Perception +13

CR 6**DEFENSE**

EAC 18; KAC 20

Fort +8; **Ref** +8; **Will** +7 (+9 vs. mind-affecting effects)**Defensive Abilities** unflankable**HP 93 RP 1****OFFENSE****Speed** 30 ft.**Melee** proboscis +13 (1d8+6 P; critical bleed 1d6)**Ranged** projectile vomit +16 (1d10+6 A plus hallucinate)**Spell-Like Abilities** (CL 6th)1/day—*augury*Constant—see *invisibility***STATISTICS**

Str +0; Dex +5; Con +3; Int -1; Wis +1; Cha +2

Skills Mysticism +13, Stealth +18, Survival +13**Languages** Aklo (can't speak any language); limited telepathy 60 ft.**SPECIAL ABILITIES**

Hallucinate (Ex) An orocoran's stomach fluids are laced with the narcotic black ichor of Aucturn. A creature hit with the orocoran's projectile vomit must succeed at a DC 16 Will save or be confused (as per *confusion*) for 1d4 rounds.

Projectile Vomit (Ex) As a standard action, an orocoran can spew a thin stream of vomit at a target within 30 feet. In addition to taking damage, a creature hit with this spray is subject to the orocoran's hallucinate ability.

**OROCORAN ICHOR LORD****CR 9**

XP 6,400

CE Medium aberration

Init +4; **Senses** darkvision 60 ft., see *invisibility*;**Perception** +17**DEFENSE**

EAC 21; KAC 22

Fort +8; **Ref** +8; **Will** +14 (+16 vs. mind-affecting effects)**Defensive Abilities** unflankable**OFFENSE****Speed** 30 ft.**Melee** proboscis +15 (3d4+9 P; critical bleed 1d6)**Ranged** projectile vomit +17 (2d6+9 A plus hallucinate)**Spell-Like Abilities** (CL 6th)1/day—*augury*Constant—see *invisibility***Spells Known** (CL 9th)3rd (2/day)—*charm monster* (DC 20), *mind thrust* (DC 20)2nd (6/day)—*fear* (DC 19), *hold person* (DC 19), *mystic cure*, *spider climb*At will—*command* (DC 18), *lesser remove condition***STATISTICS**

Str +0; Dex +4; Con +3; Int +2; Wis +6; Cha +3

Skills Intimidate +22, Mysticism +22, Sense Motive +17**Languages** Aklo, Common (can't speak any language); limited telepathy 60 ft.**ECOLOGY****Environment** any (Aucturn)**Organization** solitary or congregation (1 ichor lord plus 10-20 orocorans)**SPECIAL ABILITIES****Hallucinate (Ex)** See above.**Projectile Vomit (Ex)** See above.

Native to Aucturn, orocorans maybe even



predate the coming of the cults of the Elder Mythos and the Dominion of the Black, and they remain one of their world's most populous intelligent races. Orocrons are parasites that prey on the living planet, seeking out the pulsing veins of black ichor that run beneath parts of Aucturn's surface, drawing the liquid out with their mosquito-like proboscises. In addition to feeding the orocrons, these eldritch fluids also act as a powerful narcotic, filling the orocrons with euphoric hallucinations. Orocrons call this dream state "womb mind," and they believe that it allows them to commune directly with the gestating consciousness of the planet itself. Indeed, there may be some truth to this idea, as even those orocrons not actively dreaming can use the ichor lingering in their systems to tap into this mystical consciousness and receive vague prophetic advice regarding their actions. Orocrons can usually be found wherever the veins of ichor flow thickest, either defending their hallucinogenic watering hole or simply lying sprawled in the grips of drug-induced stupors. When not ichor dreaming, orocrons are irritable and unpredictable, in constant low-grade pain from withdrawal symptoms. Slothful by nature, orocrons have little desire to create civilization, and they generally do so only when forced into it by more powerful races or rare orocron individuals called ichor lords.

While most orocrons have their higher faculties rotted out by the unending hunger of addiction, barely even using their telepathy to communicate, perhaps one in a thousand finds that the ichor supercharges its intellectual capacities, giving it not only a greater degree of cunning and intelligence but enhanced magical powers. These ichor lords believe themselves to be direct conduits to the mind of the sleeping planet, something between priests and avatars, and consider it their divine responsibility to organize their kin and rule over them in pursuit of the dreaming Aucturn's goals. What exactly these goals might be varies wildly from lord to lord, but they somehow always seem to involve securing the ichor lord's power and comfort, along with the crafting of elegant monasteries or massive fortresses to guard the local supply of ichor. These warlord-oracles control their fellows through both brute magical power and monopolization of the planet's fluids, but the need for the ichor to be relatively fresh means that most of these makeshift kingdoms extend only as far as the local vein runs, their influence tapering as soon as the vein dives too far underground to be mined effectively. Regardless of the size of their holdings, all ichor lords and their subjects recognize the authority of the mysterious entity called Carsai the King. Though Carsai's true nature has never been established, most orocrons believe him to be the greatest ichor lord and the ultimate prophet of their slumbering god, referring to him as the First Dreamer.

Though capable of using other races' technology—frequently armed for battle and used as shock troops by ichor lords or more organized races—threatened orocrons generally default to spewing their madness-inducing stomach fluids onto enemies, letting the fluids rot their targets' minds, and then moving in to exsanguinate them with their proboscises. While orocrons are nearly 6 feet tall when standing upright, they prefer to run on all fours, and they usually weigh around 150 pounds. Orocrons have no gender or designated reproductive organs, and mating involves two participants piercing each other's torsos with their proboscises to share genetic information and become pregnant. These individuals lay clutches of fertilized eggs in ichor-filled pockets gouged out of the planet's skin, and then they abandon their young completely.



OROCORAN

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REPTOID



REPTOID
CR 1
XP 400

REPTOID**XP 400**

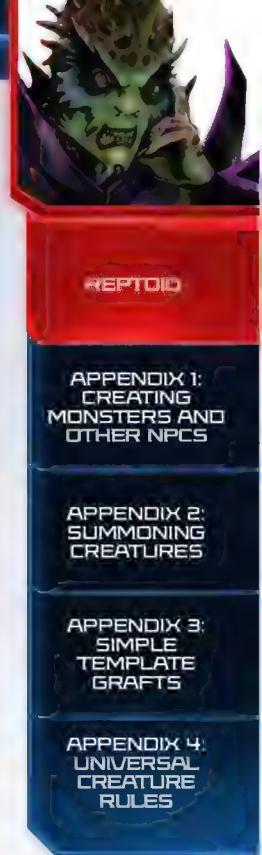
LE Medium humanoid (reptoid, shapechanger)

Init +0; Senses low-light vision; **Perception +5****DEFENSE****EAC 11; KAC 12****Fort +1; Ref +1; Will +6; +2 vs. mind-affecting effects and poisons****OFFENSE****Speed** 30 ft.**Melee** claw +4 (1d4+2 S)**CR 1****Ranged** azimuth laser pistol +2 (1d4+1 F; critical burn 1d4)**Spell-Like Abilities** (CL 1st)1/day—*charm person* (DC 15), *command* (DC 15)At will—*daze* (DC 14), *telepathic message***STATISTICS****Str +1; Dex +0; Con -1; Int +2; Wis +1; Cha +4****Skills** Bluff +10, Diplomacy +10, Disguise +5, Sense Motive +5**Languages** Common, Reptoid, Vercite**Other Abilities** change shape**Gear** second skin, azimuth laser pistol with 2 batteries (20 charges each)**ECOLOGY****Environment** any**Organization** solitary, pair, or cabal (3–8 plus 1 reptoid master)**CR 6****REPTOID MASTER****XP 2,400**

Reptoid mystic

LE Medium humanoid (reptoid, shapechanger)

Init +0; Senses low-light vision; **Perception +13****DEFENSE****EAC 16; KAC 18****Fort +5; Ref +5; Will +11; +2 vs. mind-affecting effects and poisons****OFFENSE****Speed** 30 ft.**Melee** claw +12 (1d6+8 S)**Ranged** corona laser pistol +10 (2d4+6 F; critical burn 1d4)**Offensive Abilities** echoes of obedience, forced amity (DC 16), inexplicable commands**Mystic Spell-Like Abilities** (CL 6th)At will—*mindlink***Mystic Spells Known** (CL 6th)2nd (1/day)—*daze monster* (DC 19), *hold person* (DC 19)1st (3/day)—*charm person* (DC 18), *command* (DC 18), *lesser confusion* (DC 18)0 (at will)—*daze* (DC 17), *telepathic message***Connection** overlord**STATISTICS****Str +2; Dex +0; Con +1; Int +1; Wis +3; Cha +5****Skills** Bluff +18, Diplomacy +18, Disguise +13, Sense Motive +13**Languages** Common, Reptoid, Vercite**Other Abilities** change shape**Gear** kasatha microcord II, corona laser pistol with 2 high-capacity batteries (40 charges each)**ECOLOGY****Environment** any**Organization** solitary, pair, or cabal (1 plus 3–8 reptoids)

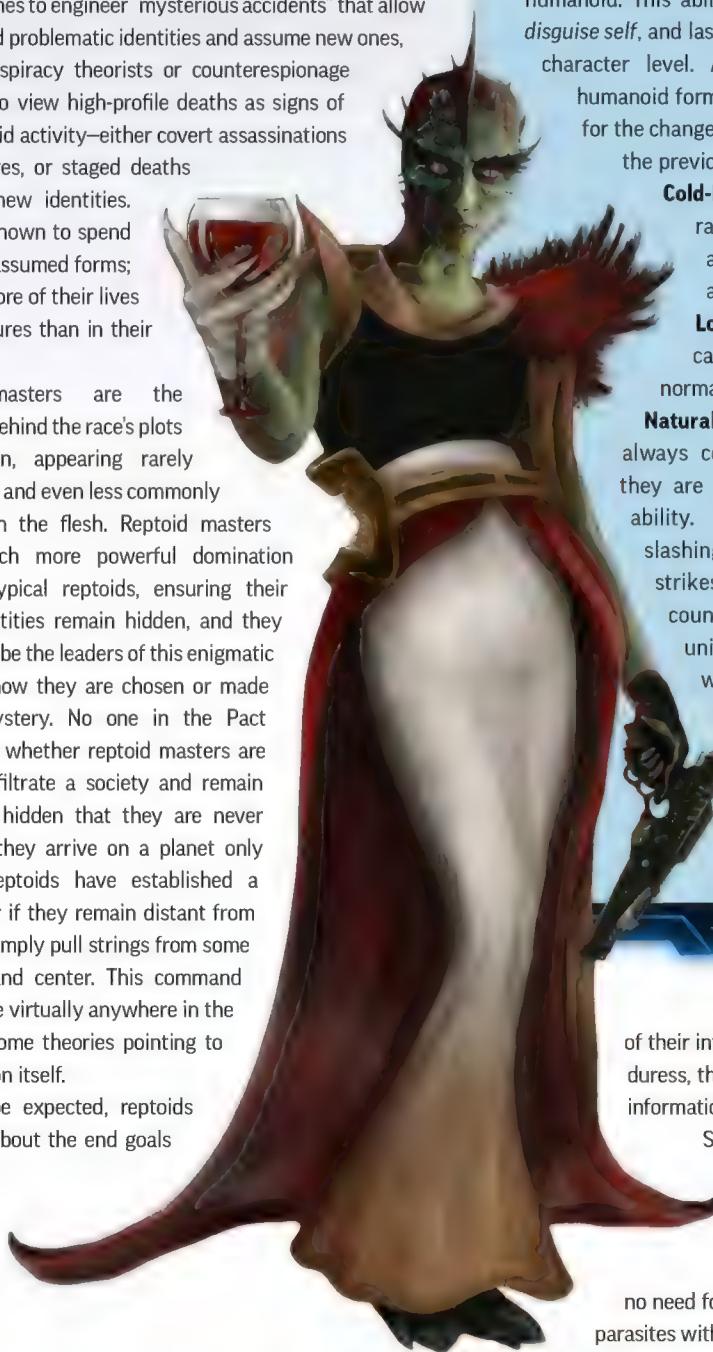


Reptoids are masters of disguise and deception, who use their shapechanging abilities to infiltrate countless other societies, impersonating influential individuals and seeking positions of power within their target culture. The number of reptoids hidden within any given society is unknown, as in addition to their exceptional espionage and infiltration skills, the creatures also have psychic magic that allows them to cover their tracks and ensure cooperation from their enemies.

The limited nature of the reptoids' shapechanging ability means an individual typically holds only one alias at a time and undertakes the process of changing its cover only if that identity has been compromised. In some cases, reptoids work behind the scenes to engineer "mysterious accidents" that allow them to discard problematic identities and assume new ones, and some conspiracy theorists or counterespionage officials tend to view high-profile deaths as signs of potential reptoid activity—either covert assassinations by the creatures, or staged deaths to cover for new identities. Reptoids are known to spend years in their assumed forms; some spend more of their lives as other creatures than in their natural forms.

Reptoid masters are the masterminds behind the race's plots and infiltration, appearing rarely even in rumors and even less commonly encountered in the flesh. Reptoid masters command much more powerful domination magic than typical reptoids, ensuring their plots and identities remain hidden, and they are believed to be the leaders of this enigmatic race, though how they are chosen or made remains a mystery. No one in the Pact Worlds knows whether reptoid masters are the first to infiltrate a society and remain so effectively hidden that they are never uncovered, if they arrive on a planet only after other reptoids have established a power base, or if they remain distant from their kin and simply pull strings from some secure command center. This command center could be virtually anywhere in the galaxy—with some theories pointing to Absalom Station itself.

As might be expected, reptoids are secretive about the end goals



RACIAL TRAITS

Ability Adjustments: +2 Str, +2 Cha, -2 Dex

Hit Points: 5

Size and Type: Reptoids are Medium humanoids with the reptoid and shapechanger subtypes.

Change Shape: Once per day, a reptoid can assume the appearance of a specific single Medium humanoid. The reptoid always takes this specific form when using this ability. The reptoid gains a +10 racial bonus to Disguise checks to appear as that type of humanoid. This ability otherwise functions as per *disguise self*, and lasts for 10 minutes × the reptoid's character level. A reptoid can select a new humanoid form by spending 1 week preparing for the change, but can then no longer assume the previous form.

Cold-Blooded: Reptoids receive a +2 racial bonus on saving throws against mind-affecting effects and poisons.

Low-Light Vision: A reptoid can see in dim light as if it were normal light.

Natural Weapons: Reptoids are always considered to be armed when they are not using their change shape ability. They can deal 1d3 lethal slashing damage with unarmed strikes, and the attack does not count as archaic. Reptoids gain a unique weapon specialization with their natural weapons at 3rd level, allowing them to add 1 1/2 × their character level to their damage rolls for their natural weapons (instead of adding just their character level, as usual).

of their infiltrations, and when under extreme duress, they choose to die rather than reveal information about their home world or race.

Some posit they are weakening target societies in preparation for eventual invasion, while others argue they may already hold complete control, and thus have no need for an invasion, preferring to live like parasites within a host society.

ROBOT, SECURITY



OBSERVER-CLASS SECURITY ROBOT
CR 1
XP 400

OBSERVER-CLASS SECURITY ROBOT

CR 1

XP 400

N Small construct (technological)

Init +4; Senses darkvision 60 ft., low-light vision;

Perception +5

DEFENSE

EAC 14; KAC 15

Fort +1; Ref +1; Will -1

Defensive Abilities exigency, integrated weapons; **Immunities** construct immunities**Weaknesses** vulnerable

to critical hits,

vulnerable to electricity

OFFENSE

Speed 30 ft., fly 30 ft.

(Ex, average)

Melee slam +6 (1d6+3 B)**Ranged** integrated

pulsecaster pistol +9

(1d4+1 E nonlethal), or

stickybomb grenade I +9

(explode [10 ft., entangled

2d4 rounds, DC 10])

STATISTICS

Str +2; Dex +4; Con -; Int +1; Wis +0; Cha +0

Skills Acrobatics +10, Athletics +5, Computers +5**Languages** Common**Other Abilities** unliving**Gear** pulsecaster pistol with 2 batteries (20 charges each), stickybomb grenades I (2)**ECOLOGY****Environment** any urban**Organization** solitary or fleet (2-5)**SPECIAL ABILITIES****Exigency (Ex)** An observer-class security robot can expend a large store of energy to temporarily increase its processing power and attempt to avoid an attack. Once per day, it can reroll a failed Reflex saving throw with a +10 circumstance bonus.**Integrated Weapons (Ex)** A security robot's weapons are integrated into its frame and can't be disarmed.**PATROL-CLASS SECURITY ROBOT**

CR 4

XP 1,200

N Medium construct (technological)

Init +5; Senses darkvision 60 ft., low-light vision;

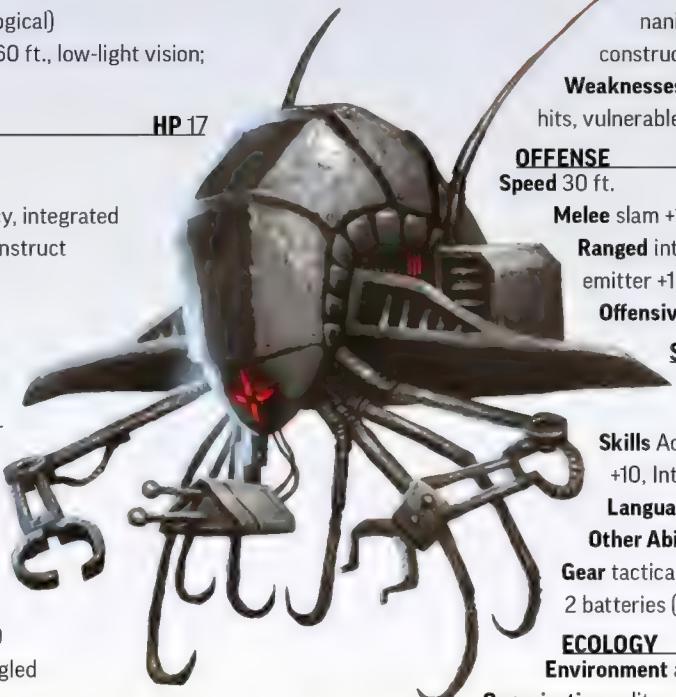
Perception +10

DEFENSE

EAC 16; KAC 18

Fort +4; Ref +4; Will +1

HP 52

**Defensive Abilities**

integrated weapons,

nanite repair; **Immunities**

construct immunities

Weaknesses vulnerable to critical hits, vulnerable to electricity**OFFENSE**

Speed 30 ft.

Melee slam +10 (1d6+7 B)**Ranged** integrated tactical arc emitter +13 (1d4+4 E)**Offensive Abilities** jolting arc**STATISTICS**

Str +3; Dex +5; Con -;

Int +1; Wis +0; Cha +0

Skills Acrobatics +10, Computers +10, Intimidate +15**Languages** Common**Other Abilities** unliving**Gear** tactical arc emitter with 2 batteries (20 charges each)**ECOLOGY****Environment** any urban**Organization** solitary, pair, or patrol (3-7)**SPECIAL ABILITIES****Integrated Weapons (Ex)** See above.**Jolting Arc (Ex)** Once every 1d4 rounds as a standard action, a patrol-class security robot can shoot an arc of electricity at up to four creatures within 40 feet (no two of which can be more than 30 feet apart). This arc deals 1d8 electricity damage to each target (Reflex DC 13 half).**Nanite Repair (Ex)** A patrol-class security robot's nanites heal it, restoring a number of Hit Points per hour equal to its CR (4 Hit Points per hour for most security robots). Once per day as a full action, a patrol-class security robot can restore 3d8 Hit Points to itself or any touched construct with the technological subtype.

Security robots come in a wide variety of makes and models, with a near-endless variety of customizations based on both the manufacturer and the aesthetics and needs of the consumer. Crafted with advanced user interfaces mimicking moderate intelligence, but without any of the emotions, unpredictability, or bias of a true AI or sentient creature, security bots are an eminently practical, reasonable solution to a wide variety of security needs. Unlike full-on military models, security robots usually come preprogrammed with certain fail-safes preventing them from engaging in violence beyond what's necessary for the protection of their assigned population or property, making them a go-to option for

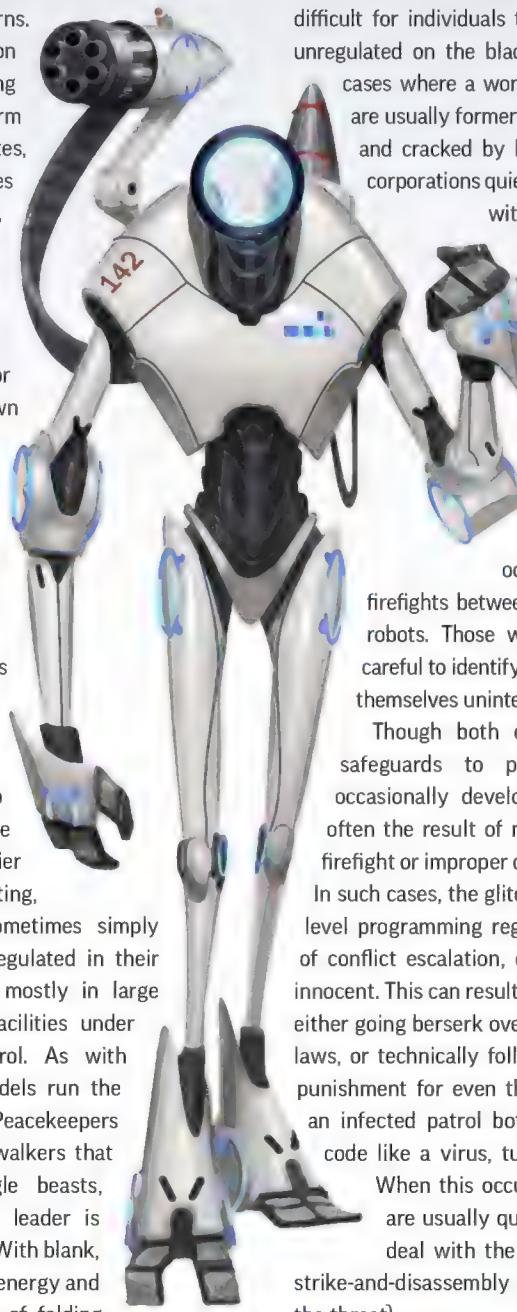


police forces, corporations, and even wealthy individuals looking for peace of mind.

One of the cheapest and most common types of security robot is the observer. Observer-class bots are usually small, flying robots designed primarily to record and report specific unsavory activities for later review by their owners, though they are also equipped to fend off minor threats. Whether buzzing through the access ducts of secure facilities or hovering over crowded marketplaces, observers are nearly ubiquitous in some advanced settlements. On Absalom Station, the most prominent brand is AbadarCorp's VizAll, a flying orb with gentle contours designed to put citizens at ease, with a central eye, stubby fins, and relentlessly cheerful speech patterns.

Aballon's Sunward Corporation produces the more disconcerting Arbitron, whose insectile form mimics those of the resident anacites, while Triaxus's Bluescale Industries crafts theirs to resemble tiny, mechanical drakes. Regardless of their shape, however, observers are known for their convenience, but they are infamous for their limited nuance—a problem for owners who forget their own security passphrase. Some of the cheapest models also have faulty programming that causes them to develop personality quirks, making a particular bot act especially aggressive, friendly, or even dejected.

Patrol-class security robots are more humanoid in shape, standing about 6 feet tall with integrated armaments that keep the robots' limbs free to apprehend offenders and engage in close combat. Given their deadlier weaponry and tougher armor plating, patrol-class security robots (sometimes simply called "patrol bots") are more regulated in their sale and use. They are found mostly in large space stations and corporate facilities under government or syndicate control. As with observer-class robots, these models run the gamut from four-armed Idaran Peacekeepers to the artistic Castrovelian Linewalkers that guard against dangerous jungle beasts, yet the overwhelming industry leader is AbadarCorp's Town Guard series. With blank, circular faces of glass or glowing energy and cleanly contoured limbs capable of folding



up for easy storage, AbadarCorp's patrol bot is a triumph of industrial design and defense. This model's reputation has been further boosted due to the fact that it's the only model of patrol bot currently used by Absalom Station's government, with many going straight into service from the corporation's factories in the Spike.

Unfortunately, not all security bots end up working for law-abiding corporations or state governments. Various planets in the Pact Worlds system have their own rules about who is or is not licensed to own a security robot, and the Pact Worlds government generally finds it easier to look the other way than to get embroiled in the contentious issues of rights-to-weapons and planetary sovereignty. As a result, it's not difficult for individuals to purchase security robots entirely unregulated on the black market, albeit at a high cost. In cases where a world outlaws such sales, these models are usually formerly legal models that have been stolen and cracked by hacker gangs, while in other places corporations quietly sell to known criminal enterprises

without asking questions. Such security robots are sometimes marked by their owners to show their "allegiance"—they might be painted with gang symbols or have their heads replaced with disturbing mannequin busts. Other groups maintain their robots' official appearances, the better to carry out kidnappings and extortion.

Because of this, passersby occasionally stumble across pitched firefights between squads of similar-looking security robots. Those who wish to get involved must be careful to identify each side's master, as they could find themselves unintentionally taking sides in a gang war.

Though both observer and patrol models have safeguards to protect against it, glitches can occasionally develop in a security robot's firmware, often the result of massive damage sustained during a firefight or improper diagnostics after such an altercation. In such cases, the glitch can override the bot's usual base-level programming regarding tiers of force and the logic of conflict escalation, or even its protocol to protect the innocent. This can result in a bloody rampage, with the robot either going berserk over perceived violation of nonexistent laws, or technically following the law but executing lethal punishment for even the smallest infraction. Even worse, an infected patrol bot's nanites can carry its corrupted code like a virus, turning other security robots rogue.

When this occurs, manufacturers like AbadarCorp are usually quick to hire discreet "contractors" to deal with the menace (as maintaining their own strike-and-disassembly force would publicly acknowledge the threat).

RYPHORIAN



**RYPHORIAN
TECHNICIAN**
CR 1
XP 400

**RYPHORIAN
SKYFIRE PILOT**
CR 5
XP 1,600

RYPHORIAN TECHNICIAN**XP 400**

Winterborn ryphorian mechanic

NG Medium humanoid (ryphorian)

Init +5; Senses low-light vision; **Perception +10****DEFENSE****EAC 12; KAC 13****Fort +3; Ref +3; Will +2****Resistances** cold 5**OFFENSE****Speed** 30 ft.**Melee** survival knife +4 (1d4+1 S)**Ranged** pulsecaster pistol +6 (1d4+1 E nonlethal)**Offensive Abilities** target tracking**STATISTICS****Str +0; Dex +1; Con +2; Int +4; Wis +0; Cha -1****Skills** Computers +10, Engineering +10, Physical Science +5, Piloting +10, Survival +5**Languages** Common, Triaxian**Other Abilities** artificial intelligence (exocortex), custom rig (armor upgrade)**Gear** second skin, pulsecaster pistol with 2 batteries (20 charges each), survival knife**ECOLOGY****Environment** any (Triaxus)**Organization** solitary, pair, or team (2-4 plus 4-8 bonded pairs [see below])**RYPHORIAN SKYFIRE PILOT****CR 5****XP 1,600**

Summerborn ryphorian operative

NG Medium humanoid (ryphorian)

Init +5; Senses low-light vision;**Perception +17****DEFENSE****EAC 19; KAC 20****Fort +4; Ref +7; Will +8****Defensive Abilities** evasion; **Resistances**

fire 5

OFFENSE**Speed** 40 ft., fly 30 ft. (jetpack, average)**Melee** survival knife +10 (1d4+6 S)**Ranged** thunderstrike sonic pistol +12 (1d8+5 So; critical deafened [DC 15])**Offensive Abilities** debilitating trick, trick attack +3d8**STATISTICS****Str +1; Dex +5; Con +0; Int +3; Wis +2; Cha +1****Skills** Bluff +12, Culture +17,

Engineering +12, Piloting +17,

Survival +17

CR 1**Languages** Common, Triaxian**Other Abilities** operative exploits (ever vigilant, field treatment [15 HP]), specialization (explorer)**Gear** estex suit II (jetpack, quick-release sheath), survival knife, thunderstrike sonic pistol with 4 batteries (20 charges each)**ECOLOGY****Environment** any (Triaxus)**Organization** solitary, pair, bonded pair (1 skyfire pilot plus 1 dragonkin), or team (4-8 bonded pairs plus 2-4 ryphorian technicians)

Ryphorians are the dominant humanoid race on the Pact Worlds planet of Triaxus, known for its highly eccentric orbit, which causes generations-long seasons. These humanoids have adapted to their unusual environment with a peculiar trimorphism: those generations born in the winter years (winterborn) manifest short fur and narrow eyes to protect against snow blindness, those born in the summer years (summerborn) have hairless skin in a variety of dark shades to protect them from the intense rays of the summer sun, and those born in the years between the extremes of summer and winter (transitional) have a blend of such traits. However, with gene therapy and hormonal treatments available, an individual ryphorian's appearance is no longer an indicator of Triaxus's current season, and while unmodified Triaxians are generally born in their winter form to reflect the planet's current season, taking steps to change a ryphorian's seasonal form is currently a mark of wealth and status in some cultures.

Regardless of the season of their birth, ryphorians have long and pointed ears, with feather-like notching along the back edge that automatically moves and adjusts the ear's shape to help the ryphorian focus on specific sounds.

Long ago, Triaxian society was defined by these seasonal changes. Winterborn ryphorians were understandably obsessed with survival, loyal but gruff and slow to make friends. Promises among winterborn were legendarily serious affairs, and modern Triaxian sagas and period romances still tell of heroes willing to sacrifice all to keep their word, regardless of the



tragic consequences it might bring. Summerborn ryphorians, on the other hand, grew up in a time of plenty, abandoning their fortresses to wander as nomads. While most still understood the need to stockpile and prepare for the coming winter, summers were generally a time for passion and art, rebellion and risk. Transitional children, as representatives of the changing of seasons, were viewed with awe and fear.

Today, technological advancements have enabled modern ryphorians to live in ease despite Triaxus's season, and even the cycle of biological adaptation has been broken by magic and technology. Yet this cycle still lives on in the stereotypes various ryphorian "generations" (as the different subspecies sometimes call themselves) have about each other—stereotypes ironically strengthened by the addition of personal choice into the matter. Winterborn ryphorians are still seen as inherently more conservative and pragmatic, not least because they represent the natural, unmodified state into which most ryphorians are born during the current winter season. Those who convert to summerborn have a reputation for flightiness and lust, artistic tendencies and passionate adherence to new ideas and social and technological progress. Though the process of conversion to summerborn is now generally accepted in most major ryphorian societies and summerborn serve in all levels of public office, the act of converting immediately brands an individual as a member of the counterculture—a badge most summerborn wear with pride. Transitional ryphorians remain relatively rare and thus still maintain some of their mystery, with many powerful mystics and leaders capitalizing on this status.

The ryphorians most often visible to other Pact Worlds citizens are the famed Skyfire Legion, elite mercenaries who offer their martial services to protect fledgling Pact Worlds colonies, Starfinder Society expeditions, and other such benevolent ventures operating beyond the legal reach of the Stewards and other Pact Worlds-based authorities.

Many members of the legion form near-telepathic bonds with dragonkin partners (see page 40), a traditional, millennia-old practice that makes them particularly effective in team-based activities. These bonded pairs—sometimes romantic, but more often collegial—make crack combat pilot duos, whether serving on their own Skyfire Legion vessels or piloting ships for explorers as part of Legion contracts. Though particularly renowned for their abilities with both air and space craft, they're also trained in other forms of combat, and can acquit themselves well on terrestrial battlefields when the situation calls for it, with some of them even



RACIAL TRAITS

Ability Adjustments: +2 Con, +2 Wis, -2 Str

Hit Points: 4

Size and Type: Ryphorians are Medium humanoids with the ryphorian subtype.

Bonus Feat: Ryphorians gain a bonus feat at 1st level.

Keen Senses: Ryphorians' distinctive ears help them hear precisely, granting a +2 bonus to Perception checks.

Low-Light Vision: Ryphorians can see in dim light as if it were normal light.

Trimorphic: Summerborn ryphorians gain fire resistance 5. Winterborn ryphorians gain cold resistance 5. Transitional ryphorians gain cold and fire resistance 2, and when in conditions of severe cold or heat, they have to attempt Fortitude saves only once per hour instead of once every 10 minutes. A ryphorian can stack this natural resistance with one other form of resistance.

RYPHORIAN

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maintaining the ancient practice of riding their dragonkin partners into battle. After the Skyfire Legion, the next ryphorian group to jump to most Pact Worlds' minds is the famous battleflowers of Ning, genderless warriors who compete in broadcasted ritual combat, often attaining system-wide celebrity and renown.

Ryphorians' relationships with true dragons are mixed, as their world has a long history of warfare between its tyrannical chromatic dragons and their armies of ryphorian slaves and the free ryphorian nations of the Allied Territories (aided by the noble metallic dragons). While the wars between dragons and ryphorians have officially ended, with some dragons trading battlefields for boardrooms, many ryphorians still retain a deep-seated cultural hatred for their former chromatic conquerors, and it's not uncommon for ryphorian nationalists on Triaxus to conduct illegal attacks on draconic holdings in hopes of driving the evil dragons from their home world once and for all.

SARCESIAN



SARCESIAN
SNIPER
CR 5
XP 1,600

SARCESIAN
CYBERCOMMANDO
CR 8
XP 4,800

SARCESIAN SNIPER

XP 1,600

Sarcesian operative
LN Large humanoid (sarcesian)

Init +5; **Senses** low-light vision; **Perception** +17

DEFENSE

EAC 19; KAC 20

Fort +4; Ref +9; Will +8

Defensive Abilities evasion, uncanny agility

CR 5

OFFENSE

Speed 40 ft.

Melee tactical dueling sword +10 (1d6+5 S)**Ranged** advanced Diasporan rifle +12 (2d8+5 F) or
frag grenade II +12 (explode [15 ft., 2d6 P, DC 15])

Space 10 ft.; Reach 10 ft.

Offensive Abilities debilitating trick, trick attack +3d8

STATISTICS

Str +0; Dex +5; Con +0; Int +3; Wis +0; Cha +2

Skills Acrobatics +17, Bluff +12, Computers +12, Stealth +17,
Survival +12**Languages** Common, Sarcesian**Other Abilities** operative exploits (cloaking field),
specialization (ghost), void flyer**Gear** estex suit II, advanced Diasporan rifle (see page 99)
with 2 batteries (20 charges each), frag grenades II (4),
tactical dueling sword

ECOLOGY

Environment any low-gravity (Diaspora)**Organization** solitary, pair, or squad (3-5)

SPECIAL ABILITIES

Void Flyer (Su) A sarcesian can go 1 hour without breathing
and can exist in a vacuum without suffering the
associated environmental effects. By spending 1 Resolve
Point, a sarcesian can extend this duration to a number
of hours equal to her CR, or she can double that by
spending 2 Resolve Points. When in a vacuum, sarcesians
automatically grow wings made from pure energy that
grant them a supernatural fly speed of 120 feet (average
maneuverability) but that work only in a vacuum.

SARCESIAN CYBERCOMMANDO

CR 8

XP 4,800

Sarcesian mechanic

LN Large humanoid (sarcesian)

Init +5; **Senses** low-light vision; **Perception** +16

DEFENSE

HP 110 RP 4

EAC 23; KAC 24

Fort +7; Ref +7; Will +11

OFFENSE

Speed 30 ft.

Melee buzzblade dueling sword +15 (2d6+8 S)**Ranged** corona laser rifle +17 (2d6+8 F; critical burn 1d6) or
screamer grenade II +17 (explode [20 ft., 2d10 So plus
deafened 1d4 minutes, DC 18])

Space 10 ft.; Reach 10 ft.

Offensive Abilities target tracking, overload (DC 18)

STATISTICS

Str +0; Dex +6; Con +0; Int +4; Wis +0; Cha +2

Skills Acrobatics +21, Computers +21, Engineering +21,
Intimidate +16, Piloting +16



DIASPORAN RIFLES (TWO-HANDED SNIPER WEAPONS)

LASER	LEVEL	PRICE	DAMAGE	RANGE	CRITICAL	CAPACITY	USAGE	BULK	SPECIAL
Diasporan rifle, tactical	1	350	1d8 F	70 ft.	—	10 charges	1	1	Sniper (250 ft.), unwieldy
Diasporan rifle, advanced	5	3,750	2d8 F	70 ft.	—	20 charges	1	2	Sniper (500 ft.), unwieldy
Diasporan rifle, elite	10	17,000	4d8 F	80 ft.	—	20 charges	1	2	Sniper (750 ft.), unwieldy
Diasporan rifle, ultra	15	110,000	6d8 F	80 ft.	—	30 charges	1	2	Sniper (1,000 ft.), unwieldy
Diasporan rifle, imperial	20	725,000	10d8 F	80 ft.	—	30 charges	1	2	Sniper (1,000 ft.), unwieldy



Languages Common, Sarcesian

Other Abilities artificial intelligence (exocortex), expert rig, mechanic trick (energy shield [20 HP], 8 min.), miracle worker 1/day, remote hack (DC 26), void flyer, wireless hack

Gear estex suit III, buzzblade dueling sword, corona laser rifle with 4 high-capacity batteries (40 charges each), screamer grenades II (5), *mk III* serums of healing (2)

ECOLOGY

Environment any low-gravity (Diaspora)

Organization solitary, pair, or regiment (3–5)

SPECIAL ABILITIES

Void Flyer (Su) See page 98.

Supposedly descended from the inhabitants of the two planets whose destruction long ago formed the Diaspora asteroid belt, sarcesians have adapted to low-gravity and thin-air environments. Standing between 10 and 15 feet tall with bulbous eyes and spindly, elongated limbs, a sarcesian is able to adapt her physiology to survive in space by suspending her respiration and growing a pair of butterfly-like wings made of pure light. The wings act as solar sails, catching currents of radiation to propel her between the handful of inhabited asteroids and space platforms within the Diaspora.

Thanks to arcane engines left behind by the sarcesians' ancestors, the race has long managed to maintain creche worlds—asteroids with enough magical atmosphere, gravity, and warmth for the inhabitants to live comfortably and raise offspring. Compared to some other planets in the Golarion system, sarcesian creche worlds are beautiful and idyllic. They contain fields, forests, hills, lakes, and bucolic towns whose populations number in the low thousands. Many of these sanctuaries are linked by the River Between, an unusual body of water that actually flows between and through the asteroids; the water is prevented from floating off into space by a tube-shaped force field crafted by unknown hands.

RACIAL TRAITS

Ability Adjustments: +2 Dex, +2 Cha, -2 Str

Hit Points: 4

Size and Type: Sarcesians are Large humanoids with the sarcesian subtype and a space and reach of 10 feet.

Low-Light Vision: Sarcesians can see in dim light as if it were normal light.

Skilled: Sarcesians gain an additional skill rank at 1st level and each level thereafter.

Void Flyer: Sarcesians can go 1 hour without breathing and can exist in a vacuum without suffering the associated environmental effects. When in a vacuum, they automatically grow wings made from pure energy that grant them a supernatural fly speed of 60 feet (average maneuverability) but that work only in a vacuum.

Sarcesians who leave the asteroid belt are sometimes hired as mercenaries specializing in surveillance and marksmanship, as they are accustomed to operating at vast distances from their targets. These sarcesians hone their innate patience even further in order to lie in wait for their marks for days atop bluffs, in dilapidated apartments, or even in the vacuum of space outside docking slips. Employers tend to pay well for this degree of dedication, making sarcesian snipers a highly sought-after commodity in certain areas of the galaxy.

DIASPORAN RIFLES

These sleek firearms were developed by the finest sarcesian engineers for use by elite mercenaries. The most common manufacturer is MuniTech, one of the only corporations fully owned and operated by sarcesians. Diasporan rifles are sniper rifles that belong to the laser category.

SARCESIAN

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SCAVENGER SLIME



SCAVENGER
SLIME
CR 9
XP 6,400

SCAVENGER SLIME

CR 9

XP 6,400

N Large ooze

Init +3; Senses blindsight (vibration) 60 ft., sightless;
Perception +17

DEFENSE

EAC 22; KAC 24

HP 145

Fort +13; Ref +9; Will +6

Defensive Abilities scavenger shell; **DR** 5/adamantine;
Immunities ooze immunities; **Resistances** fire 10

OFFENSE

Speed 20 ft.

Melee pseudopod +18 (2d10+13 B)

Ranged aphelion artillery laser +21 (3d8+9 F) or
dual crossbolter +21 (2d10+9 P) or
red star plasma rifle +21 (1d10+9 E & F)

Space 10 ft.; **Reach** 5 ft.

STATISTICS

Str +4; Dex +3; Con +6; Int −; Wis +0; Cha −2

Skills Stealth +22 (+27 in ruins
or garbage)

Other Abilities kitbash

ECOLOGY

Environment any

Organization solitary, pair, or work
crew (3–10)

SPECIAL ABILITIES

Kitbash (Ex) Scavenger slimes have an
intuitive understanding of technology and
how to use and repair it, despite their
otherwise mindless nature. An ooze
has a +22 bonus to
Engineering checks
to repair

mechanical and technological items. A scavenger slime can form its body into any tool required for this repair work.

Scavenger Shell (Ex) Scavenger slimes build protective shells for themselves out of refuse and their own natural resin, incorporating bits of repaired technology as they go. A scavenger slime's shell grants the ooze DR 5/adamantine and resistance 10 to a random energy type depending on the technology it has incorporated, and also includes life-support systems similar to those in commercial armor, allowing it to survive in the vacuum of space. A scavenger slime can also incorporate weapons: one heavy weapon of an item level no greater than its Challenge Rating (9 for the typical scavenger slime), and either two longarms or three small arms each of an item level no greater than its CR − 1. A scavenger slime gains proficiency in whatever weapons it incorporates into its shell and powers these weapons naturally with the energy it produces. A weapon in a scavenger slime's shell can be sundered as if it were an item with an item level equal to the slime's CR. The scavenger slime listed here is resistant to fire and has incorporated an aphelion artillery laser, a dual crossbolter, and a red star plasma rifle.

Entropy is the one constant in the universe. Time breaks all things down, as all creation marches inexorably toward chaos and oblivion.

Many eons ago, a long-vanished civilization took offense to this cosmic truth and conceived of an all-purpose gel—equal parts magic and nanotechnology—that could repair nearly anything, including flesh. At some point in that civilization's history, perhaps due to some industrial accident, a vat of this gel gained a limited sentience and began to reproduce in dark corners and sewers.

Despite all their advanced technology, the civilization eventually collapsed—perhaps even as a result of being overrun by their own creation—but the sentient gel survived, hitching rides on the hulls and in the cramped cargo bays of their progenitor race's scattering survivors. Released onto other worlds, the gel continued to evolve and adapt, becoming the scrounging, hoarding blobs of protoplasm now generally referred to as scavenger slimes. These oozes now lurk in ruins across the galaxy, gluing together elaborate, snaillike shells for themselves from detritus and jury-rigging whatever technology they find into half-functioning weaponry.





Scavenger slimes are lumps of protoplasm measuring about 6 feet across. Though mindless, they have an intuitive understanding of order and technological systems, allowing them to patch or repair nearly anything they encounter, though rarely into a form as reliable or attractive as it may have once been. Actually using these items is often beyond them—an ooze might rebuild a hovercar, but have no idea how to operate it, unable to even grasp its purpose. Similarly, an ooze might repair a datapad, yet have no concept what the sights and sounds it displays are attempting to communicate. The sole exception to this principle is weapons: through whatever mechanism, scavenger slimes long ago gained the ability to direct and trigger the weapons they rebuild, instinctively understanding what they're for and how to use them in their own defense, treating them like specially adapted limbs.

The key to a scavenger slime's survival mechanisms is the dense resin it secretes, which it uses to bind pieces together or form rudimentary tools on its pseudopods. Scavenger slimes can even vary the conductivity of this resin, allowing them to patch and repair technology. This ability contributes to the scavenger slime's most iconic feature: durable, snail-like shells each creature fashions from whatever trash it encounters. How these mindless creatures select and shape the components of their shells remains a mystery, but each supports a sophisticated and uniquely evolved life-support system that protects the ooze from vacuum. Most scavenger slimes also incorporate various kitbashed weapons into their shells, making them formidable opponents to even well-equipped adventurers.

Scavenger oozes are the bane of adventurers and treasure hunters exploring ancient ruins and abandoned space stations. Heavily armored and armed, they defend garbage heaps and treasure troves with ferocity, and whatever priceless technology they uncover is quickly disassembled and glued into their shells or incorporated into new weapons.

Their hundreds of eggs—each barely the size of a grain of rice—cling to clothing and boots, allowing them to easily spread to new environments or even starships, where they quietly grow in dark crevices, causing random system failures until the young slimes begin tearing into ship's vital components. Despite the danger scavenger slimes pose, some creatures find them endlessly delightful. Gremlins find kinship in their destructive nature, while space goblins share the slimes' habitats and gift for rebuilding technology. Some pirate crews have also learned to seed long-haul freighters with scavenger slime eggs, then follow from a safe distance until the oozes shut down their victims' defenses.

While the vast majority of scavenger slimes tear down and rebuild technology, a small variant population exists that instead tears down organic beings to "maintain" them. These rare gene-scavenger slimes construct semiliving shells from bones, hide, and organs of whatever creatures they encounter, incorporating strange special abilities from various aliens and monsters. These advanced scavenger slimes demonstrate a far wider range of special abilities than their

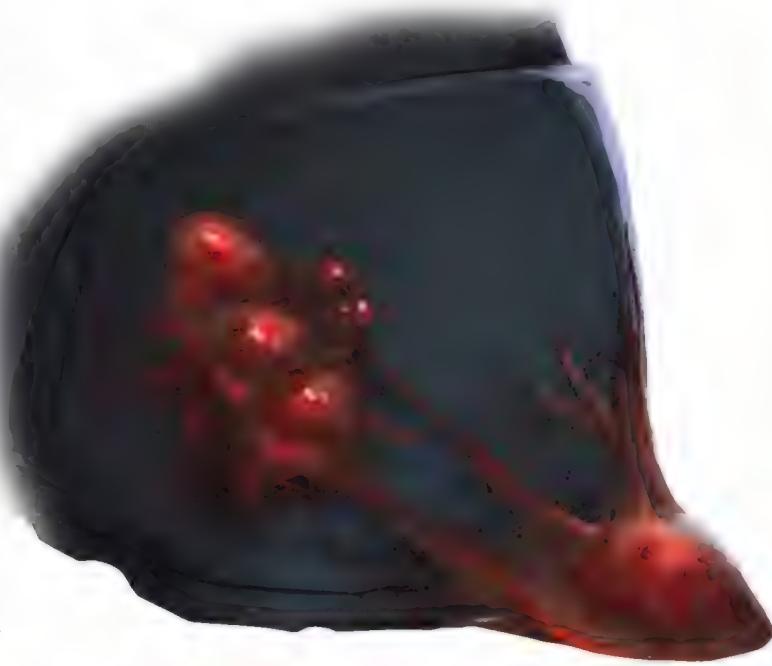
technologically inclined kin, and they engage trespassers with horrifying enthusiasm, dragging living victims away to break down—sometimes while still conscious—into new parts for their macabre armor.

SCAVENGER SLIME GRENADES

The scavenger slime's sticky resin can be used as makeshift stickybomb grenades (*Starfinder Core Rulebook* 178). A slain scavenger slime, when properly harvested in treated glass vessels, yields up to 20 item levels' worth of stickybomb grenades—so 2 stickybomb grenades III (each level 10), or 5 stickybomb grenades II (each level 4), and so on. Harvesting the slime in this manner requires a DC 28 Engineering or Life Science check—success means you acquire all the desired stickybombs, while failure deals $2d10+13$ bludgeoning damage to you as the slime revitalizes just long enough to attack you. This check can be attempted only once per scavenger slime corpse.

SLIME-PATCH SYSTEMS

While most spacefarers know better than to try and harness scavenger slimes' technology, given the obvious dangers involved, the oozes' ability to quickly adapt and repair systems has made them surprisingly useful tools for those starship engineers daring enough to employ them. Slime-patch systems can be installed in any starship for 8 Build Points, with no expansion bay or PCU cost. When a ship with slime-patch systems acquires a critical damage condition, the slime-patch system automatically turns on, spraying the damaged systems with scavenger slime material almost like a fire-sprinkler system. The slime, which is chemically treated to die within moments of its unexpected freedom, automatically begins repairing the system, reducing the number of engineering actions required to patch the critical damage condition by 1 (minimum 1).



SHARPWING



SHARPWING
CR 8
XP 4,800

SHARPWING**XP 4,800**

N Large animal

Init +12; **Senses** low-light vision; **Perception** +21**DEFENSE****EAC** 20; **KAC** 22**Fort** +12; **Ref** +12; **Will** +7**Defensive Abilities** unflankable; **Immunities**

nonlethal damage

CR 8**HP** 125**OFFENSE****Speed** 15 ft., fly 80 ft. (Ex, perfect)**Melee** bite +19 (1d10+14 P) or

claw +19 (1d6+14 S; critical bleed 1d4)

Multiattack bite +13 (1d10+14 P), 2 claws +13 (1d6+14 S; critical bleed 1d4)**STATISTICS****Str** +6; **Dex** +4; **Con** +2; **Int** -4; **Wis** +0; **Cha** +0**Skills** Acrobatics +21 (+29 when flying), Athletics +16,

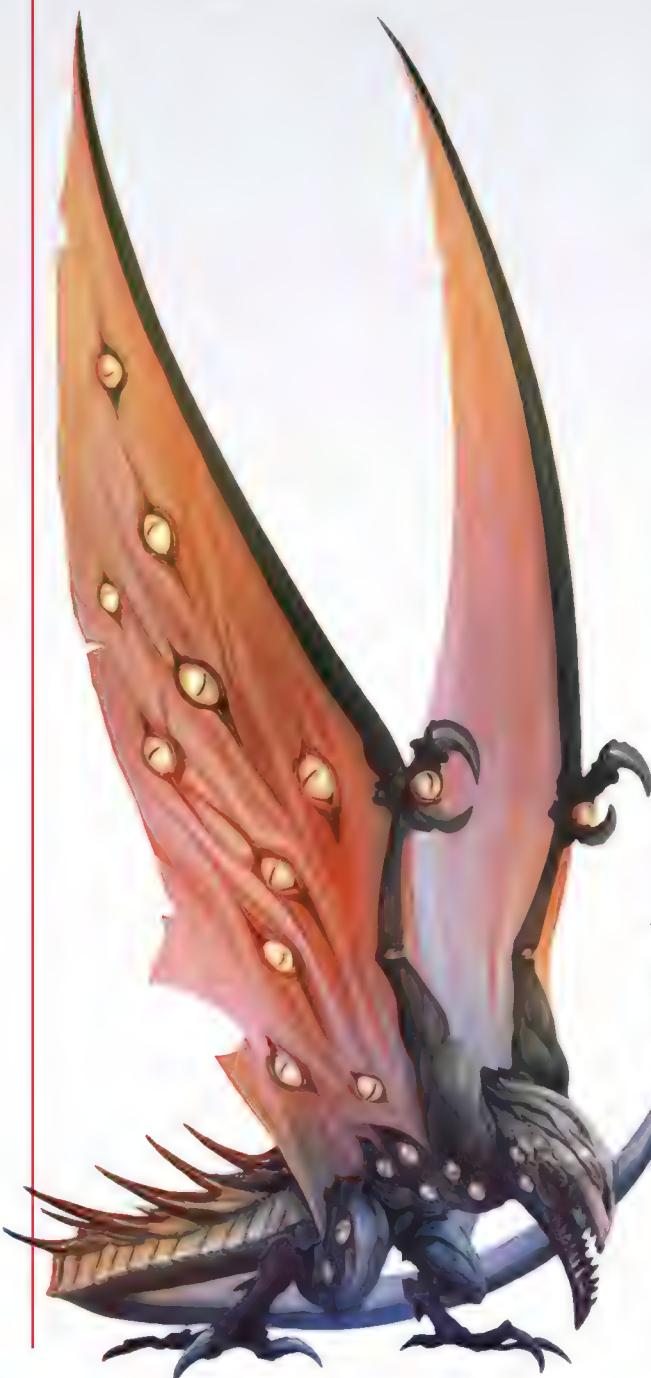
Stealth +16

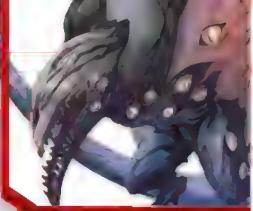
Feat Spring Attack**Other Abilities** ovitonomy**ECOLOGY****Environment** any cold (Aballon)**Organization** solitary, pair, or sight (3-8)**SPECIAL ABILITIES**

Ovitonomy (Ex) A sharpwing egg is inlaid with the same visual sensors that cover the adult creature's body. By concentrating, either parent can see through these eyes just as it can through its own, allowing it to monitor the egg's surroundings for potential threats while it is out hunting for sustenance. However, the sharpwing is unaware of its own surroundings while it is concentrating on its egg. In addition, these visual sensors allow a sharpwing egg to nominally react to its own surroundings. If an unattended egg sees an approaching threat (usually any creature other than a sharpwing), it can extend a number of short limbs and crawl away in search of safety at a speed of 10 feet per round. Either of the egg's parents can also direct the egg to move, using the same connection that allows the parent to see through the egg's eyes.

Sharpwings are fierce and fast carnivores found mainly in and soaring between the Ice Wells of Aballon—deep craters filled with a surprising variety of biological life that most people wouldn't associate with the predominantly machine-occupied planet. Those who encroach on sharpwing territory know that the only way to survive an encounter with the deadly predator is to bring it down before it draws close enough to attack with its devastating talons. Even such an undertaking is fraught with risk, as the creatures slice through the sky at such speeds that few have a chance of firing more than once or twice before the creature's razor claws descend. Sneaking up on a sharpwing is next to impossible thanks to the sensors covering its sleek body and wings, and while the beast is flying, it almost always sees its prey long before the prey is aware of its presence.

Fortunately for other creatures, these long-ranging hunters typically fly alone. One sharpwing is a dangerous





foe, with little preference in the creatures it hunts. A pair can be deadly even to an experienced adventurer, especially if the creatures happen to be defending a nest or a newly hatched keenling, and woe unto the foolish explorer who stumbles the creatures roosting along the edges of an Ice Well crater. Only in lean times will the creatures take to the sky as a group to hunt, but when they do, they have been known to bring down prey several times their size.

Sharpwing breeding season lasts for several months each year, during which an unpaired male sharpwing's many visual sensors begin to blink rapidly. Biologists believe that this fast blinking signals to unpaired female sharpwings that the male's sensors are strong and plentiful. In areas where the male sharpwing population is greater than the female population, multiple unpaired males sometimes gather in a circle around a female and spread their wings, trying to showcase as many of their sensors as possible. The female sharpwing then chooses a suitable mate from among the suitors by pecking sharply at his forehead. A sharpwing lays only three or four eggs at a time, and the parents remain paired until all the eggs have hatched, as they both have connections to them after they are laid.

Sharpwing eggs are covered with the same organs that cover a sharpwing's body, and sharpwing parents have the curious ability to see through those eyes. Many scholars believe this connection is possible due to a genetic form of quantum entanglement the creatures evolved thanks to Aballon's natural radiation. Others posit that the First Ones are responsible for tinkering with the species' genetic code millennia ago. In addition, and slightly more puzzling to biologists, is the eggs' ability to sprout slender legs and flee threats perceived through these same sensors. Such movement is of questionable evolutionary benefit, as it is neither swift nor stealthy and has been known to result in the eggs tumbling down cliffs, sinking into bodies of water, or otherwise ensuring their own destruction.

Sharpwings' unusual biology provides multitudinous opportunities in arcane, biogenetic, and technological research and development, but it has led to overeager researchers turning to or becoming game hunters. Paying to acquire a sharpwing or one of their eggs is a costly endeavor, and even more so for living specimens. Some entrepreneurs have captured sharpwings to breed them as a commodity, leading to out-of-control invasive populations of the predators on planets far from Aballon. However, they are on the brink of extinction on their home world due to this same increasing demand and the planet's ever-expanding urban sprawl. This threat to the species (and the threat sharpwings pose to species on other worlds) has drawn the attention of the Xenowardens, and discussion of trade sanctions now threatens to push the breeding, capture, and trade of sharpwings and their eggs into the black market, where it will undoubtedly flourish and possibly hasten the species' demise.

OCUCLOAKS

For centuries, military organizations have striven to give their fighters the same type of battlefield awareness granted by a sharpwing's many eyes. In the past, certain arcane scholars have re-created this ability with unstable magic, sometimes with unfortunate (and grotesque) consequences. Early tests with clothing studded with nanocameras linked to a pair of bulky goggles left most users disoriented and queasy. More recent studies of sharpwing egg anatomy and advances in modern biotechnology have enabled the creation of an organic microprocessor that attaches to the user's occipital lobe, giving her the ability to interpret visual signals generated by sensors woven into a piece of clothing known to many manufacturers as an oculcloak. The most popular models of the following biotechnological augmentation (*Starfinder Core Rulebook* 208) and the attached garment are produced by Bretheden companies.

OCUCLOAK PROCESSOR

SYSTEM
Brain

AUGMENTATION BIOTECH

LEVEL 4

PRICE 2,200

This biotechnological item is a tiny computer that is attached to the your brain and wired to a technological cloak. As long as both items are worn and are functioning, the user is the unflankable as per the universal creature rule (see page 158). The cost of the cloak is included in the cost of this augmentation.



SHOBHAD



SHOBHAD
CR 4
XP 1,200

SHOBHAD**XP 1,200**

N Large monstrous humanoid

Init +1; Senses darkvision 60 ft.; **Perception +10****DEFENSE****EAC 16; KAC 16****Fort +6; Ref +8; Will +5****Defensive Abilities** ferocity; **Resistances** cold 5**OFFENSE****Speed** 40 ft.**CR 4****HP 50****Melee** carbon steel curve blade +13 (1d10+9 S; critical bleed 1d6)**Ranged** squad machine gun +10 (1d10+4 P)**Space** 10 ft.; **Reach** 10 ft.**STATISTICS****Str +5; Dex +1; Con +3; Int +0; Wis +0; Cha +1****Skills** Intimidate +15, Stealth +10, Survival +10**Languages** Shobhad**Gear** tactical war harness (functions as defrex hide), carbon steel curve blades (2), squad machine gun with 80 heavy rounds**ECOLOGY****Environment** cold deserts or mountains (Akiton)**Organization** solitary, pair, raiding party (3-19), or clan (20+ plus 1 warleader)**CR 7****SHOBHAD WARLEADER****XP 3,200**

Shobhad soldier

N Large monstrous humanoid

Init +6; Senses darkvision 60 ft.; **Perception +14****DEFENSE****EAC 20; KAC 21****Fort +9; Ref +7; Will +8****Defensive Abilities** ferocity; **Resistances** cold 5**OFFENSE****Speed** 50 ft.**Melee** sintered longsword +17 (2d8+12 S)**Multiaction** 2 sintered longswords +12 (2d8+12 S), 2 slams +12 (1d6+12 B)**Ranged** shobhad longrifle +14 (2d10+8 P)**Offensive Abilities** charge attack, fighting styles (blitz)**STATISTICS****Str +5; Dex +2; Con +4; Int +0; Wis +0;****Cha +2****Skills** Intimidate +19, Stealth +14,

Survival +14

Languages Akitonian,

Shobhad

Gear advanced war harness

(functions as d-suit II), sintered longswords (2), shobhad longrifle (functions as an advanced shirren-eye rifle) with 50 sniper rounds

ECOLOGY**Environment** cold deserts or mountains (Akiton)**Organization** solitary, clan (1 plus 20+ shobhads), or moot (2-8)

Collectively called the “shobhad-neh,” the four-armed giants of Akiton live as nomads, much as they have for millennia. Self-sufficient and able to construct their own weapons, they



traditionally avoided large cities and the smaller races of the planet, except to engage in trade. As such, when Akiton suffered economic collapse, shobhads were largely spared the turmoil. In the aftermath, shobhads began to offer their services as guides, hunters, and mercenaries, often in trade for more advanced armor and weapons. Today, shobhads are highly sought after for their martial expertise, unparalleled knowledge of Akiton's wilds, and unbreakable codes of honor. These warriors may operate independently, in their traditional clans, or in modern mercenary companies that blend ancestral traditions with the needs of modern military freelancers. While more shobhads can be spotted in Akiton's new metropolises these days, the majority continue to live in the planet's harsh hills and canyons.

Shobhads tend to wear their armor most of the time, usually with a traditional rope or leather weapon harness. Life among the shobhad-neh



is hard, and young shobhads are trained from preadolescence to fight. By the age of 20, a shobhad is considered a full adult, capable of defending both her clan and her own honor against even the most experienced warriors. A typical shobhad warrior stands 12 feet tall and weighs 500 pounds, and most shobhads who do not die in battle live to between 90 and 120 years of age.

Most clans hunt, gather, and raid neighboring clans and corporate convoys for supplies. Shobhads believe that overt aggression isn't a fault, but rather a fact of life and that everyone should be strong enough to protect themselves. However, honor is paramount to a shobhad, and breaking one's word or clan law means a fate worse than death. The laws of city folk, on the other hand, mean little unless they've been agreed to.

RACIAL TRAITS

Ability Adjustments: +4 Str, -2 Int

Hit Points: 6

Size and Type: Shobhads are Large monstrous humanoids with space and reach of 10 feet.

Darkvision: Shobhads have darkvision with a range of 60 feet.

Four-Armed: Shobhads have four arms, which allows them to wield and hold up to four hands' worth of weapons and equipment. While this increases the number of items they can have at the ready, it doesn't increase the number of attacks shobhads can make during combat.

Shobhad Ferocity: Once per day, a shobhad brought to 0 Hit Points but not killed can fight on for 1 more round. The shobhad drops to 0 HP and is dying (following the normal rules) but can act normally until the end of her next turn, when she becomes unconscious as normal. If she would lose additional

Hit Points before this, she ceases to be able to act and falls unconscious.

Swift: A shobhad has a base speed of 40 feet.

Weathered: Shobhads have cold resistance 5, which stacks with one other source of cold resistance.

Shobhads only rarely establish permanent settlements. A single clan may wander thousands of miles of open desert, their territory overlapping with that of other clans or species with very few disputes. While most clans remain on Akiton, their expertise in warfare means there's always steady mercenary work for shobhad iconoclasts willing to travel, and a few clans have traded their caravans for starships. Such adventurers can often be found working for corporations or groups such as the Starfinder Society, usually as hired muscle. Some shobhads find themselves overtaken by nearly insatiable wanderlust, even after just a single off-planet job, and rarely set foot on Akiton again.

SKITTERMANDER



SKITTERMANDER WHELP
CR 1/3
XP 135

SKITTERMANDER
CR 2
XP 600

SKITTERMANDER WHELP

XP 135

N Diminutive humanoid (skittermander)
Init +3; Senses low-light vision; Perception +7

CR 1/3

HP 6

DEFENSE

EAC 10; KAC 11

Fort +0; Ref +4; Will +0

OFFENSE

Speed 30 ft., climb 20 ft.

Melee bite +2 (1d4-2 P plus attach)

Space 1 ft.; Reach 0 ft. (5 ft. with bite)

STATISTICS

Str -2; Dex +3; Con +0; Int -2; Wis +1; Cha +0

Skills Acrobatics +7, Athletics +3 (+11 when climbing), Stealth +7

ECOLOGY

Environment any (Vesk-3)

Organization solitary or nest (5-24)

SPECIAL ABILITIES

Attach (Ex) A skittermander whelp that hits with a bite attack automatically initiates a special combat maneuver against its target (this does not take an action) with a +4 racial bonus. If successful, the skittermander whelp moves into the target's space without provoking an

attack of opportunity and attaches to the target. The whelp gains partial cover, (though not against attacks made by the target) as well as a +2 circumstance bonus to melee attacks and damage rolls, but it can attack only the creature to which it is attached. The target (or an ally adjacent to the target) can remove an attached skittermander whelp with a successful DC 10 Strength check as a move action.

SKITTERMANDER

CR 2

XP 600

Skittermander envoy

CN Small humanoid (skittermander)

Init +2; Senses low-light vision; Perception +7

DEFENSE

EAC 14; KAC 15

Fort +1; Ref +3; Will +5

OFFENSE

Speed 30 ft.

Melee ember flame doshko +6 (1d8+3 F; critical wound)

Ranged static arc pistol (1d6+2 E; critical arc 2)

Offensive Abilities hyper

STATISTICS

Str +1; Dex +2; Con +0; Int +0; Wis +1; Cha +4

Skills Acrobatics +7, Bluff +12, Diplomacy +12, Sense Motive +12, Stealth +7

Languages Common, Vesk

Other Abilities envoy improvisations (get 'em, inspiring boost [8 SP])

Gear freebooter armor I, ember flame doshko, static arc pistol with 3 batteries (20 charges each)

ECOLOGY

Environment any (Vesk-3)

Organization solitary, pair, or mob (3-12)

SPECIAL ABILITIES

Hyper (Ex) Once per day, a skittermander can take an extra move action.

Near-ubiquitous inhabitants of the planet Vesk-3, skittermanders led a simple, mostly agrarian lifestyle before the Veskarium annexed their planet. They have a unique outlook: individualistic without being anarchic, and somehow unable (or perhaps unwilling) to grasp the concept of permanent governance. They understand and enjoy teamwork, and naturally follow a qualified leader to undertake large projects such as the building of domiciles, but once that task has been completed, the leader doesn't continue to hold sway over the others. Coupled with their unusual life cycle, it would seem as if skittermanders would be very difficult to rule. But such is not exactly the case.

When vesk warships appeared in the sky, skittermanders across Vesk-3 were more than happy to get out of the invaders'





way—not out of fear, but more because of their innate desire to help. Skittermanders instinctively recognized the Veskarium's superior strength and felt they could best aid the empire by simply not being in the same location as its soldiers. In this way, skittermanders believed the vesk could quickly achieve their goals and move on. They didn't understand the vesk's aim was to subdue their world. Since vesk's code of honor forbade them from shooting the cheerfully acquiescent skittermanders in the back, the invaders were confused and infuriated by the situation.

Eventually, in a meeting that the empire notes as the official date that Vesk-3 was conquered, a vesk general plainly told a group of skittermanders that the Veskarium ruled their planet. The skittermanders nodded and got back to their lives. Since then, the empire has ruled Vesk-3, though it hasn't truly been in control of it. Skittermanders cheerfully accept jobs given to them by vesk, but never truly acknowledge the vesk as being in charge. Some outside the Veskarium believe skittermanders are being deliberately obtuse, reaping all the technological and social benefits the empire offers while still partially maintaining their freedom as a society, but no skittermander has ever confirmed this theory.

Today, skittermanders can be found throughout the Veskarium, often serving in clerical positions that allow them to aid as many people as possible. They have fully embraced technology and enjoy the many sights the galaxy has to offer, traveling to the Pact Worlds and beyond. Those who employ skittermanders quickly learn to give them missions that have open-ended parameters, as a skittermander who feels she has completed a task won't necessarily report back to a superior for further instructions if she finds someone else who needs her help first. Outsiders often find them cheerfully manic, noting a goblin-like flair for the ridiculous but none of that race's innate malice.

Though skittermanders are mammals, they begin life in something akin to a larval stage. A skittermander whelp looks like a miniature version of an adult, but with more prominent ears and a tiny, secondary mouth on its abdomen. Once born, whelps are left to fend for themselves. They are truly omnivorous, capable of digesting fruits, leaves, raw meat, and seeds. Additionally, a whelp's secondary mouth allows it to attach itself to large prey and feed at its leisure. Thanks to a numbing mucus secreted by this mouth, less intelligent animals rarely even notice the whelp's samplings. A swarm of skittermander whelps has been known to bring down a trundling bovine monox in a matter of minutes.

After 6 years, whelps mature into adult skittermanders, begin to walk upright, and lose their secondary mouths, but they maintain their taste for anything remotely edible. Skittermanders living in tropical climes have short, soft fur, while their arctic cousins grow tough, shaggy hair. Their coloration varies even more, with tones of blue, green, and

RACIAL TRAITS

Ability Adjustments: +2 Dex, +2 Cha, -2 Int

Hit Points: 2

Size and Type: Skittermanders are Small humanoids with the skittermander subtype.

Grappler: Skittermanders gain a +2 racial bonus to grapple combat maneuvers.

Hyper: See page 106.

Low-Light Vision: A skittermander can see in dim light as if it were normal light.

Six-Armed: Skittermanders have six arms, which allows them to wield and hold up to six hands' worth of weapons and equipment. While their multiple arms increase the number of items they can have at the ready, it doesn't increase the number of attacks they can make during combat.

violet being the most common, but with no obvious correlation to their surroundings.

The average adult skittermander is 3 feet tall and weighs about 35 pounds.



SURNOCH



SURNOCH
CR 9
XP 6,400

SURNOCH**XP 6,400**

N Large animal

Init +6; **Senses** low-light vision, sense through [vision [stone only]]; **Perception** +17

DEFENSE**EAC** 22; **KAC** 24**Fort** +13; **Ref** +13; **Will** +8**Immunities** acid**OFFENSE****Speed** 30 ft., burrow 30 ft.**Melee** bite +21 (2d10+12 P)**Ranged** acid jet +18 (3d6+9 A)**Space** 10 ft.; **Reach** 10 ft.**Offensive Abilities** corrosive spines**STATISTICS**

Str +3; Dex +6; Con +4; Int -4;

Wis +2; Cha +0

Skills Stealth +22,

Acrobatics +17

Other Abilities no

breath, tunnel

swiftness

ECOLOGY**Environment** anyunderground or
vacuum (Diaspora)**Organization** solitary

or pair

SPECIAL ABILITIES**Acid Jet (Ex)** As a

standard action, a surnoch can spew a stream of acid from one of its spines. This attack has the line weapon special property and a range increment of 60 feet.

Corrosive Spines (Ex) A

creature that begins its turn grappled by a surnoch automatically takes 3d6+9 acid and piercing damage from the acid dripping from its spines.

Tunnel Swiftness (Ex) When

moving in a tunnel that it or another surnoch has burrowed, a surnoch moves five times its speed and doesn't gain the flat-footed condition

CR 9

when it takes the run action. In addition, it can hustle in such a tunnel for 3 hours each day before it begins to take nonlethal damage.

Surnochs are burrowing creatures that live in and devour the crusts of asteroids and small moons. Jaws that function like grinders and glands at the bases of their many spines that exude acid to liquefy rock allow these wormlike creatures to create labyrinthine tunnels in their domains, through which they can move with uncanny speed. The color of a surnoch's hide is similar to that of the rock it burrows through. A typical surnoch is 15 feet long and weighs over 1,200 pounds.

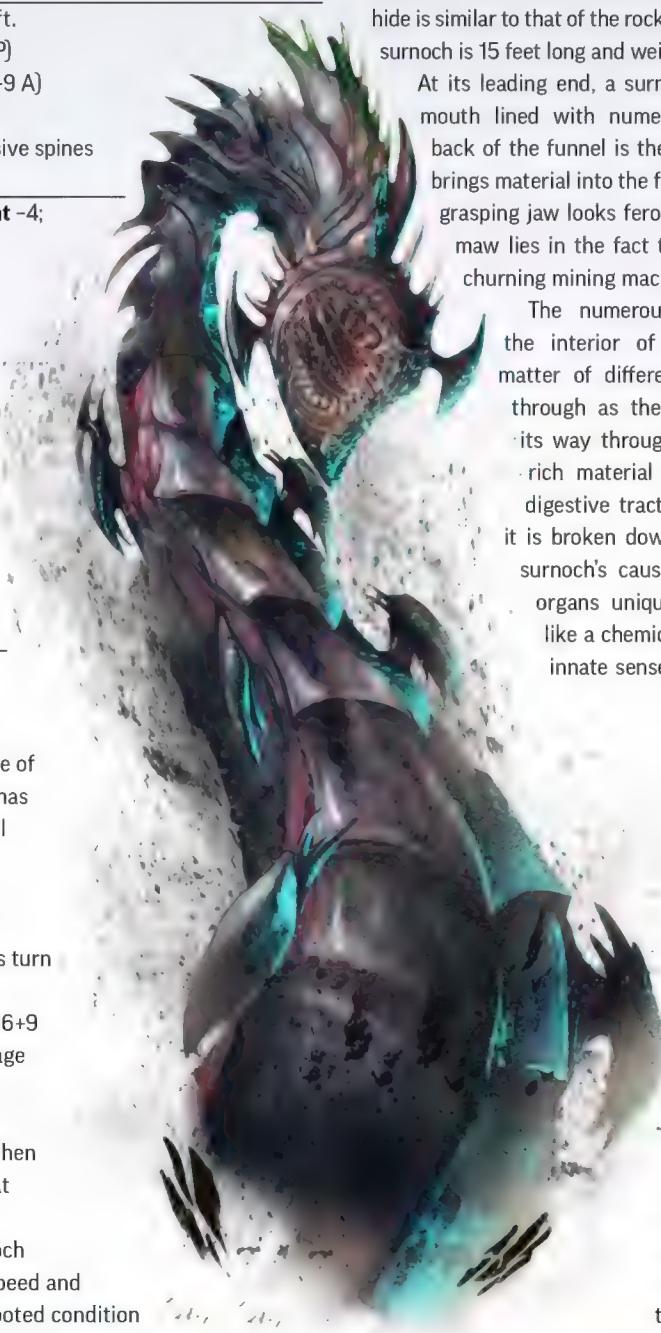
At its leading end, a surnoch has a deep funnel of a mouth lined with numerous small orifices. At the back of the funnel is the grasping jaw with which it brings material into the funnel to be sorted. While the grasping jaw looks ferocious, the real danger of the maw lies in the fact that it is essentially a giant, churning mining machine.

The numerous small orifices that line the interior of a surnoch's mouth allow matter of different consistencies to stream through as the creature chews and melts its way through rock and stone. Nutrient-rich material is routed to the surnoch's digestive tract, while much of the rest of it is broken down into various acids by the surnoch's caustrolizer system, a series of organs unique to the creature that act like a chemical factory. A surnoch has an innate sense of which minerals its body

requires the most of and has evolved a kind of X-ray vision that it allows it to find these foodstuffs, even through several feet of rock.

After consuming some of its favored elements, a surnoch excretes condensed and hardened forms of the minerals it can neither digest nor turn into acid.

A feeding surnoch leaves tunnels full of strange alloys and amalgams in its wake, some which can't be created through any other process.





ACID LANCERS (TWO-HANDED HEAVY WEAPONS)

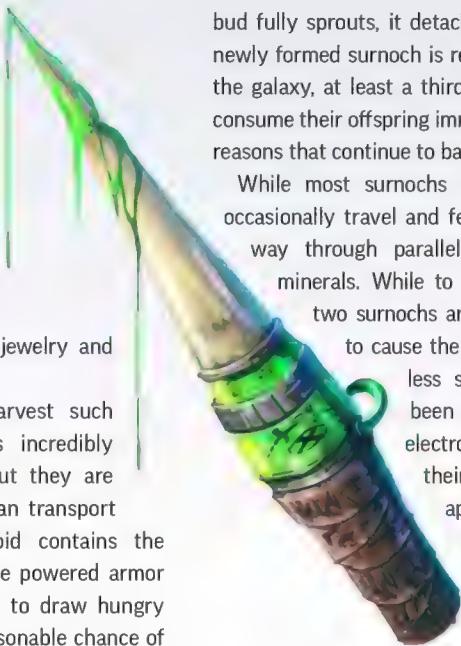
UNCATEGORIZED	LEVEL	PRICE	DAMAGE	RANGE	Critical	CAPACITY	USAGE	BULK	SPECIAL
Acid lancer, corroder-class	4	2,000	2d4 A	30 ft.	Corrode 1d4	20 caustrol	4	2	Analog, boost 1d4, line, unwieldy
Acid lancer, melter-class	9	13,000	3d4 A	30 ft.	Corrode 2d4	20 caustrol	5	2	Analog, boost 1d6, line, unwieldy
Acid lancer, liquefier-class	14	75,000	8d4 A	50 ft.	Corrode 4d4	40 caustrol	8	2	Analog, boost 1d8, line, unwieldy
Acid lancer, disintegrator-class	19	550,000	8d8 A	50 ft.	Corrode 6d4	40 caustrol	10	2	Analog, boost 1d10, line, unwieldy

The castings that line a surnoch tunnel have an ethereal, shimmering beauty, like mother-of-pearl arranged in strange symmetries. Many of the endemic alloys are useful to the technological races of the Pact Worlds, so occasional expeditions purposefully seek out asteroids mined by surnochs to harvest the beasts' unusual leavings. The greatest connoisseurs of these castings are the sarcesians, who turn the beautiful substances into jewelry and elaborate sculptures.

Approaching surnoch territory to harvest such material, or for any other reason, is incredibly dangerous. Surnochs aren't territorial but they are ravenous. Almost any technology that can transport a visitor to a surnoch-infested asteroid contains the elements that a surnoch consumes. While powered armor and electronic items are the most likely to draw hungry surnochs, most refined material has a reasonable chance of looking like dinner. Those who make their livings harvesting surnoch castings primarily use equipment created from materials that have already been vetted as uninteresting to the creatures.

Surnochs are found mainly in the asteroids of the Diaspora and in the larger rocks of the Liavaran rings, fully sorting and digesting them before drifting through space to the next host. Surnochs are sometimes seen on small moons across the Pact Worlds, especially the shepherd moons of Liavara, and the discovery of surnoch remains on larger moons has given scientists a fairly precise understanding of how much gravity the beasts can withstand.

A surnoch reproduces once every decade or so, in a process where a smaller creature slowly grows from the surnoch's hide over the course of a month. This parthenogenesis is often preceded by a period of gorging by the surnoch, which is difficult to differentiate from the creature's normal voracious feeding behavior. A surnoch feasting in this manner tends to consume minerals with natural radiation (such as uranium), though rocky areas that have been bombarded with nuclear weapons also tend to draw a surnoch ready to reproduce. Once the creature's



bud fully sprouts, it detaches with a burst of acid and the newly formed surnoch is ready to begin feeding. Luckily for the galaxy, at least a third of surnoch parents immediately consume their offspring immediately following this "birth" for reasons that continue to baffle biologists to this day.

While most surnochs are solitary creatures, two will occasionally travel and feed together, often working their way through parallel tunnels to consume different minerals. While to outsiders it might seem like the two surnochs are deliberately working in concert to cause the most destruction, the truth is far less sinister. The two creatures have been brought together by unknown electromagnetic symbols echoing off their thick hides and attuning their appetites to crave distinct fare.

And just as quickly as the pair came together, some mysterious trigger can set them against one another in a tumbling mass of spines and acid that is usually even more devastating than the two surnochs feeding peacefully.

A handful of survivors from a recent surnoch attack on a Glimmerglass Inc. production facility in the Diaspora claim that their factory was targeted by a rival company that placed a losing bid for the rights to their asteroid several years before. While their allegations have been dismissed as paranoid ravings, independent investigators found strange computer chips in the brain of what they believe is the corpse of the attacking surnoch.

ACID LANCER

In addition to collecting the valuable composites the creature leaves behind, some entrepreneurs enter surnochs' territory to hunt and kill them for their acid-producing glands and spines. These components can be made into heavy weapons known as acid lancers, which shoot jets of caustic fluid. A wielder of an acid lancer can squeeze the gland located near the trigger to give her next shot an extra boost of damaging acid. Acid lancers use a special synthetic acid called caustrol for ammunition, which has the same price and comes in the same size containers as petrol.

SURNOCH

APPENDIX 1:
CREATING
MONSTERS AND
OTHER NPCsAPPENDIX 2:
SUMMONING
CREATURESAPPENDIX 3:
SIMPLE
TEMPLATE
GRAFTSAPPENDIX 4:
UNIVERSAL
CREATURE
RULES

THE SWARM



SWARM
CORROVOX
CR 3
XP 800

SWARM
THRESHER LORD
CR 10
XP 9,600

SWARM CORROVOX

CR 3

XP 800

CE Medium monstrous humanoid

Init +4; **Senses** darkvision 60 ft., blindsense (vibration) 30 ft.; **Perception** +13

DEFENSE

EAC 14; KAC 16

Fort +5; **Ref** +7; **Will** +4

Defensive Abilities Swarm mind; **Immunities** acid, fear effects

OFFENSE

Speed 40 ft., climb 30 ft.

HP 40

Melee claw +9 (1d6+5 S)

Ranged acid cannon +12 (1d4+3 A; critical corrode 1d4)

Offensive Abilities psychic assault

STATISTICS

Str +2; Dex +4; Con +1; Int -1; Wis +1; Cha -3

Skills Acrobatics +8, Athletics +8 (+16 when climbing), Stealth +8

Languages Shirren; telepathy 100 ft.

ECOLOGY

Environment any

Organization solitary, pair, or pack (3–8)

SPECIAL ABILITIES

Acid Cannon (Ex) A corrovox has an organic acid

cannon grafted onto its forearm that can fire blobs of organic acid at a range increment of 40 feet. This weapon can't be disarmed and produces its own ammunition, so it never runs out.

Psychic Assault (Su) A corrovox can unleash a burst of harmful mental chatter at a target within 30 feet as a standard action. The target takes an amount of damage equal to $1d4 \times$ the corrovox's CR (3d4 damage for most corrovoxes). A successful DC 12 Will save halves this damage.

Swarm Mind (Ex) Members of the Swarm are bound together into a singular hive mind by a blend of exuded pheromones, imperceptible movements of antennae and limbs, electrostatic fields, and telepathic communication. All Swarm creatures within 30 feet of each other are in constant communication; if one is aware of a threat, all are. (Such awareness can spread along a "chain" of Swarm creatures under appropriate circumstances, potentially alerting distant Swarm creatures.) In addition, once per round when within 30 feet of another Swarm creature, a Swarm creature can roll twice and take the better result on a saving throw against a mind-affecting effect.



SWARM THRESHER LORD

CR 10

XP 9,600

CE Large monstrous humanoid

Init +5; **Senses** darkvision 60 ft., blindsense (vibration) 30 ft.; **Perception** +19

DEFENSE

EAC 23; KAC 25

Fort +14; **Ref** +14; **Will** +11

Defensive Abilities Swarm mind; **Immunities** acid, fear effects

OFFENSE

Speed 30 ft., climb 20 ft., fly 20 ft. (Ex, average)

Melee arm blade +23 (2d10+18 S; critical bleed 1d8)



Space 10 ft.; **Reach** 10 ft.

Offensive Abilities blade storm

STATISTICS

Str +8; **Dex** +5; **Con** +3; **Int** -2; **Wis** +1; **Cha** -3

Skills Acrobatics +19, Athletics +19 (+27 when climbing), Stealth +24

Languages Shirren; telepathy 100 ft.

ECOLOGY

Environment any

Organization solitary or pair

SPECIAL ABILITIES

Arm Blade (Ex) A thresher lord has massive blades grafted onto its forearms, replacing its normal hands.

A thresher lord can't wield any other weapons, but neither can it be disarmed.

Blade Storm (Ex) When making a full attack

entirely with melee weapons, a thresher lord takes a -3 penalty to each attack roll instead of the normal -4 penalty. In addition, a thresher lord can make up to three melee attacks instead of two attacks when making a full attack. If it does so, it takes a -5 penalty to these attacks.

Swarm Mind (Ex) See page 110.

Originally an insectile race called the kucharn, the Swarm is now a single-minded collective with a desire to consume all things and absorb their best qualities into itself. The Swarm moves from planet to planet in tremendous organic hive-ships, reducing each so-called "feeder world" to a barren husk incapable of supporting life, and occasionally altering its own DNA in the process to take on qualities from that world's species. Once it has consumed everything of use on a planet, the Swarm moves on, not bothering to hold territory.

Ironically, one of the most violent races in the galaxy also birthed one of the most peaceful, as a mutation within a sub-hive gave life to the shirrens, who broke away to form a new species. The Swarm is notorious not just because of the invasion that finally ended hostilities between the Pact Worlds and the Veskarium, but also thanks to the warnings of shirrens, who understand the Swarm's might and its hunger as no other race can.

While individual components of the Swarm have some form of intelligence—or at least a set of complex programmed behaviors that resembles intellect—they cannot generally be reasoned with in any fashion. Swarm components rarely communicate with other creatures, as they see every alien entity as either a food source or a threat. The Swarm's morale is unbreakable, and while individual components might retreat for tactical reasons, fear is utterly unknown to the Swarm and its components.

The Swarm rarely wields manufactured weapons, instead integrating biotechnology grown or grafted onto component creatures. Because of its constant genetic upgrading and experimentation, the Swarm encompasses components with a wide variety of shapes, sizes, and capabilities, from the mighty dreadlancers to the microscopic, bloodstream-infesting toxicites. The two Swarm components listed here are some of the most common aspects of the Swarm's varied evolutions.

Corrovoxes are Swarm shock troops. They act as advance scouts and worldseekers for the Swarm, and moving vast hordes across potential feeder worlds. Like many Swarm creatures, corrovoxes have latent telepathic ability and are capable of psychically ravaging a foe's mind. Thresher lords descend on their foes on insectile wings and, as their name implies, quickly cut prey down with the massive razor-sharp blades that grow from their arms. When the carnage is complete, other components of the Swarm arrive to feast upon the bloody remains.



THE
SWARM

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SYMBIEND



SYMBIEND
CR 1/3
XP 135



DAMORITOSH'S ARM HOST
CR 6
XP 2,400

SYMBIEND

XP 135

N Diminutive aberration

Init +3; Perception +7

DEFENSE

EAC 11; KAC 11

Fort +0; Ref +2; Will +2

OFFENSE

Speed 15 ft.

Melee sting +2 (attach)

Space 1 ft.; **Reach** 0 ft.

STATISTICS

Str +0; Dex +3; Con +0; Int +1;

Wis +0; Cha +0

Skills Stealth +7, Survival +7

Other Abilities symbiosis

ECOLOGY

Environment any

Organization solitary

SPECIAL ABILITIES

Symbiosis (Ex) As a full action, a symbiend that begins its turn attached to a living aberration, animal, dragon, humanoid, magical beast, or monstrous humanoid can connect to that creature's nervous system, granting it the abilities of the symbiend's template graft (see below). The two creatures effectively become one until the host is killed, the symbiend chooses to detach itself, or the symbiend is removed with a medical procedure (usually requiring a successful DC 25 Medicine check). An unwilling host can prevent this connection with a successful DC 15 Will save.

CR 1/3

STATISTICS

Str +5; Dex +2; Con +3; Int +0; Wis +1; Cha -1

Skills Athletics +20, Engineering +11, Intimidate +17

Languages Common

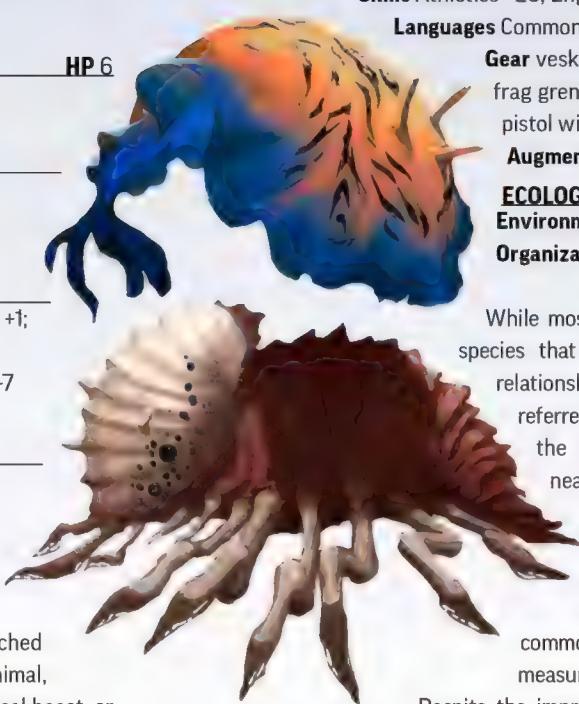
Gear vesk overplate I with filtered rebreather, frag grenades II (2), red star plasma pistol with 4 batteries (20 charges each);

Augmentations Damoritosh's arm symbiend

ECOLOGY

Environment any

Organization solitary



While most examples of symbiosis are paired species that have slowly evolved a beneficial relationship, a narrow category of symbionts—referred to commonly as symbiends—have the ability to bond to and enhance nearly any other creature, feeding off and even influencing their hosts.

Though spread across the galaxy, symbiends share a number of biological similarities that hint at common origins, or at least suggest some measure of engineering in the distant past.

Despite the impressive abilities they grant to hosts, symbiends are almost helpless on their own. They communicate empathically with their hosts, while a rare few are also sentient and able to speak with—and even overwhelm—their hosts. Once a symbiend has been removed from a host, it refuses to rebond to the same host, preferring to find a new creature more invested in the partnership.

Dozens of different symbiends exist, but those most commonly encountered in the Pact Worlds are listed below. The template grafts below can be used to create a creature bonded to a symbiend; at the GM's discretion, a PC can also bond with a symbiend, ignoring the array requirements and suggested ability score modifiers. A symbiend counts as an augmentation that is "installed" in the listed systems, though a removed symbiend can be used by another creature (unlike normal augmentations). Symbiends can't be purchased or sold (at least, not in reputable settlements).

DAMORITOSH'S ARM TEMPLATE GRAFT

This arthropod burrows its many tiny legs into a host's flesh to sip on various hormones, especially epinephrine. These extremely aggressive symbiends bond almost exclusively to predators and are popular among pirates and warlords, as the constant trickle of adrenaline they create results in vicious, fearless soldiers. Bloodshot eyes, bulging veins, and a tendency to froth at the mouth make it easy to identify hosts of Damoritosh's arms.

DAMORITOSH'S ARM HOST

CR 6

XP 2,400

Human soldier

CN Medium humanoid (human)

Init +6; Perception +13

DEFENSE

EAC 21; KAC 23

Fort +8; Ref +6; Will +7 (+5 vs. emotion effects)

HP 90

OFFENSE

Speed 30 ft.

Melee unarmed strike +16 (1d3+14 B)

Ranged red star plasma pistol +13 (1d8+6 E & F; critical burn 1d8) or frag grenade II +13 (explode [15 ft., 2d6 P, DC 14])

Special Attacks charge attack, fighting styles (blitz), frothing rage



Required Creature Type: Aberration, animal, dragon, humanoid, magical beast, or monstrous humanoid.

Required Array: Combatant.

Traits: EAC and KAC increases by 1; +4 morale bonus to Athletics and Intimidate checks; unarmed strikes deal lethal damage, don't count as archaic, and gain a unique weapon specialization that adds 1-1/2 × CR or character level to damage.

Abilities: Frothing rage 1/day.

Frothing Rage (Ex): As a swift action, the creature gains a number of temporary Hit Points equal to the host's CR or character level and gains the ability to make three attacks when making a full attack, though each attack takes a -5 penalty (instead of a -4 penalty). The rage lasts for a number of rounds equal to the host's CR or character level, after which the host is fatigued for 10 minutes.

Drawbacks: -2 penalty to Intelligence-based skill checks, Diplomacy checks, and Will saving throws against effects with the emotion descriptor.

Systems: Brain, arms (all).

Suggested Ability Score Modifiers: Strength, Constitution.

DREAM PEDDLER TEMPLATE GRAFT

These fleshy creatures bond to a host's back and sink fine filaments into the host's brain to trigger its pleasure centers, "sweetening" their meal and triggering psychic abilities. Their hosts enjoy a mild euphoria, but they also become less motivated and more risk-averse, making this symbiend unpopular outside of drug dens and religious communes.

Required Creature Type: Aberration, animal, dragon, humanoid, magical beast, or monstrous humanoid.

Required Array: Expert or spellcaster.

Traits: +2 morale bonus to Will saving throws and Wisdom-based skill checks; limited telepathy (30 feet); immunity to effects that disrupt or control dreams; can fall asleep at will.

Spell-Like Abilities: Psychokinetic hand and telekinetic projectile at will and lesser confusion (CR 10+ or 10th-level character, replace with confusion) 3/day.

Drawbacks: -2 penalty to initiative checks and Strength- and Dexterity-based skill checks.

Systems: Brain, spinal column.

Suggested Ability Score Modifiers: Wisdom, Charisma.

PARAGON TEMPLATE GRAFT

This tiny creature burrows its bony head into the flesh of its host's chest like a tick. Redundant organs in the symbiend's body function as a tiny laboratory, boosting its host's intelligence and pheromone production, which takes its toll on the host's body. Paragons are among the few symbiends able to communicate

directly with their hosts. The paragon can withdraw its bonuses from disobedient hosts, and it can even cause pain or random hallucinations to compel behavior.

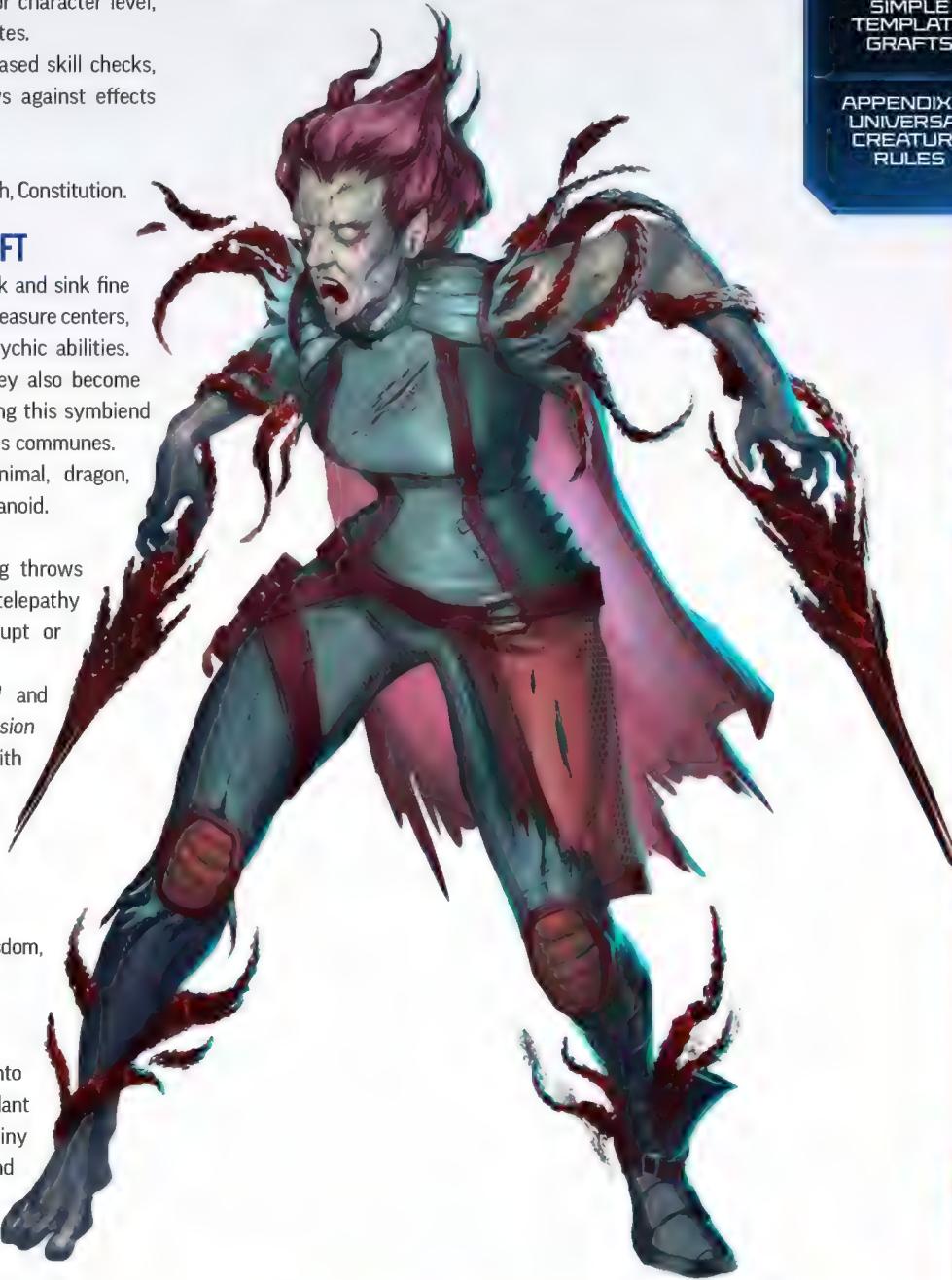
Required Creature Type: Aberration, animal, dragon, humanoid, magical beast, or monstrous humanoid.

Traits: +1 morale bonus to saving throws; +2 morale bonus to Charisma-based skills; additional master skill or skill rank per character level.

Drawbacks: Reduce maximum HP by an amount equal to CR or character level; when attempting Constitution checks for long-term stability, must roll twice and take the worse result.

Systems: Brain, heart.

Suggested Ability Score Modifiers: Intelligence, Charisma.



SYMBIEND

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UNDEAD MINION



SKELETAL UNDEAD
CR 1/2
XP 200

SKELETAL UNDEAD**XP 200**

NE Medium undead

Init +2; Senses darkvision 60 ft.; **Perception +4****DEFENSE****EAC 10; KAC 12****Fort +2, Ref +2, Will +2****DR 5/magic; Immunities** cold, undead immunities**OFFENSE****Speed** 30 ft.**Melee** survival knife +6 (1d4+3 S) or claw +6 (1d6+3 S)**Ranged** hunting rifle +3 (1d8 P)**STATISTICS**

Str +3, Dex +2, Con -, Int -, Wis +1, Cha +1

CR 1/2**Skills** Athletics +9**Other Abilities** mindless, unliving**Gear** hunting rifle with 20 longarm rounds, survival knife**ECOLOGY****Environment** any**Organization** solitary, pair, squad (3-8), or legion (9+)**CR 1****OCCULT ZOMBIE****CR 1****XP 400**

NE Medium undead

Init +2; Senses darkvision 60 ft.; **Perception +5****DEFENSE****EAC 11; KAC 13****Fort +3; Ref +3; Will +3****DR 5/magic; Immunities** undead immunities**Weaknesses** staggered**OFFENSE****Speed** 30 ft.**Melee** slam +8 (1d6+5 B)**STATISTICS**

Str +4; Dex +2; Con -; Int -; Wis +1; Cha +0

Skills Athletics +10**Other Abilities** mindless, unliving**ECOLOGY****Environment** any**Organization** solitary, pair, pack (3-12), or horde (13+)**SPECIAL ABILITIES****Staggered (Ex)** An occult zombie is always considered

staggered and can never take more than a single move or standard action in a round. It can't take full actions.

CR 3**CYBERNETIC ZOMBIE****CR 3****XP 800**

N Medium undead

Init +4; Senses darkvision 60 ft.; **Perception +8****DEFENSE****EAC 14; KAC 16****Fort +5; Ref +5; Will +4****Immunities** undead immunities**Weaknesses** vulnerable to electricity**OFFENSE****Speed** 30 ft.**Melee** slam +8 (1d6+5 B)**Ranged** integrated static arc pistol +11 (1d6+3 E; critical arc 2)**Offensive Abilities** self-destruct (1d6+3 E, DC 12)**STATISTICS**

Str +2; Dex +4; Con -; Int -; Wis +1; Cha +1

Skills Athletics +13**Other Abilities** mindless, unliving**Gear** static arc pistol with 2 batteries (20 charges each)



ECOLOGY

Environment any

Organization solitary, pair, phalanx (3-12), or army (13+)

SPECIAL ABILITIES

Integrated Weapons (Ex) A cybernetic zombie's

ranged weapon is integrated into its body and can't be disarmed.

Self-Destruct (Ex) A cybernetic zombie self-destructs when it is reduced to 0 HP, dealing an amount of electricity damage equal to $1d6 +$ the zombie's CR to all creatures in a 10-foot-radius burst. A creature can attempt a Reflex saving throw to reduce this damage by half. This ability destroys any cybernetic or technological components that could have been salvaged from the zombie.

The most commonly encountered undead in the galaxy are the mindless minions of greater undead (such as necrovites and vampires) or of powerful spellcasters (including both mystics and technomancers of all races). As creatures with no motivations of their own, undead minions can also be found leaderless in the remains of ruined structures on planetary surfaces, adrift in derelict spacecraft, and even floating through the void of space. Whether encountered as servants of a mastermind who coordinates their movements or as a mindless threat in the wake of a cataclysmic disaster, undead minions are always a force to be reckoned with and a scourge to the living.

Though there are countless types of mindless undead who serve as minions, the most common are cybernetic zombies, occult zombies, and skeletal undead. Both occult zombies and skeletal undead are animated by magical or supernatural forces and created either in dark necromantic rituals (including the *create undead* spell) or by strange and mysterious reactions between the Material and Negative Energy Planes. Cybernetic zombies, on the other hand, arise as the result of technological implants that continue to function after their hosts have died, causing the body to act in a sad, shambling imitation of real life. Without control from an external force, these three kinds of undead simply go through the motions of their former lives, without reason, purpose, or the promise of an end to their miserable existences.

In the Pact Worlds, most undead hail from the dead world of Eox and were created by the bone sages, though zombies and skeletal creatures are also found among the wreckage of ancient battlefields on Akiton and the enigmatic, alien structures on Aucturn. In contrast, cybernetic zombies are most often found on worlds with high levels of technological development, such as Aballon, Castrovel, and Verces.

Those cultists of Urgathoa who see undeath as the pinnacle of being surround themselves with undead minions, both to use their abilities to terrorize innocent folk and to study their physiology in order to become undead themselves. While these worshipers would prefer to become more intelligent undead creatures, they often find that their

fate is to rise up as a skeleton or zombie. Priests of Pharamsa, on the other hand, often go out of their way to destroy all undead creatures, especially their mindless minions.

Undead minions can be formed from the corpses of any type of creature, though most of those appearing in folklore from across the galaxy are animated versions of whatever culture is telling the tale. Humanoids tell of ambulatory corpses rising from their ritual burial grounds, while aberrations, dragons, and magical beasts have their own legends of mindless dead of their own species returning to plague the living. Whatever the undead creatures' original form, they often maintain natural attacks and other physical characteristics of their living counterparts even in undeath, though their mindless nature means they lose the ability to carry out complex tactics, conduct intricate or detailed tasks, and cast spells or take other mentally engaging actions. Yet the creatures' mindlessness makes them all the more frightening and threatening, as they can be neither reasoned with nor cowed.

Use the following template grafts to create other versions of the undead minions presented here.

CYBERNETIC ZOMBIE TEMPLATE GRAFT

This mindless undead is animated not through magic or supernatural phenomena but by cybernetic implants in its body, which continue to function after its mind and flesh have died.

Required Creature Type: Undead.

Required Array: Combatant.

Traits: Vulnerability to electricity; mindless.

Abilities: Self-destruct (see above).

Suggested Ability Score Modifiers: Strength, Dexterity.

OCCULT ZOMBIE TEMPLATE GRAFT

This mindless undead has been animated via a necromantic or supernatural phenomena, and it is often created or controlled by a powerful spellcaster or a greater undead creature.

Required Creature Type: Undead.

Required Array: Combatant.

Traits: Has 20% more Hit Points for its CR; DR 5/magic (increase to DR 10 at CR 8 and DR 15 at CR 14); mindless; staggered (see page 114).

Suggested Ability Score Modifiers: Strength, Dexterity.

SKELETAL UNDEAD TEMPLATE GRAFT

Faster than other mindless undead, a skeletal undead is animated by necromantic or supernatural phenomena, and it is often found wearing armor or wielding weapons it was trained to use in life.

Required Creature Type: Undead.

Required Array: Combatant.

Traits: DR 5/magic (increase to DR 10 at CR 8 and DR 15 at CR 14); immunity to cold; mindless.

Suggested Ability Score Modifiers: Strength, Dexterity.

UNDEAD MINION

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UROG



UROG
CR 3
XP 800

UROG**XP 800**

N Large magical beast

Init +1; **Senses** darkvision 60 ft., electrolocation, low-light vision; **Perception** +8**DEFENSE****EAC** 14; **KAC** 15**Fort** +4; **Ref** +4; **Will** +6**Resistances** electricity 5; **Immunities** poison**OFFENSE****Speed** 20 ft.**Melee** slam +10 (1d4+4 B)**Ranged** electrical discharge +8 (1d4+3 E)**Space** 10 ft.; **Reach** 5 ft.**CR 3****HP 35** **RP 3****Offensive Abilities** semiconductive**STATISTICS**

Str +1; Dex +1; Con +2; Int +4; Wis +0; Cha -1

Skills Computers +13, Engineering +13, Life Science +8, Physical Science +8, Profession (mathematician) +13**Languages** Bretheden, Urog; telepathy 100 ft. (can't speak any language)**ECOLOGY****Environment** warm hills and mountains (Dykon)**Organization** solitary, binomial (2), coefficient (3–5), or polynomial (6 or more)**SPECIAL ABILITIES****Electrical Discharge (Ex)** An urog can release a small bolt of electricity at a single foe as a ranged attack with a range increment of 40 feet.**Electrolocation (Ex)** An urog who is in contact with a crystalline or metallic surface can detect the presence of other creatures within 60 feet that are also in contact with the same surface, even through walls and other obstacles. This otherwise functions as blindsense (vision).**Semiconductive (Ex)** Urogs can alter their silicon-based composition to increase or decrease their electric conductivity. As a move action, an urog can spend 1 Resolve Point and lose its natural resistance to electricity for 1 round to gain a bonus to the damage it deals with its electrical discharge ranged attack equal to its Constitution modifier. These effects last until the beginning of its next turn.

Dykon, one of Bretheda's numerous moons, is legendary for its entirely silicon-based ecosystem. While many carbon-based life-forms from other Pact Worlds have since settled there, mining valuable crystals and hunting the silicon predators for their biologically produced superconductors, the world's crystalline forests and faceted plateaus have also produced their own intelligent races, most notably the famed urogs.

Urog anatomy can be deceptive. When encountered in their everyday or "traveling mode," they almost resemble crystalline slugs or snails, their shimmering shell-scales hanging down almost to the ground and hiding their limbs as they float along like hovercrafts on a thin cushion of electromagnetism produced by microscopic cilia.





It's only when they're in "engagement mode"—whether that means mating, fighting, or interacting directly with other races or their environment—that they rear up and unfold their multiple sets of articulated limbs. While every urog has a powerful beak adorning its head-stalk, this is used solely for fighting and reproduction. Food consumption actually occurs underneath an urog, as it uses the localized electromagnetic effects of its cilia to gradually break molecular bonds and tear tiny pieces off whatever it's consuming. These "bites" are so microscopic that it's often hard for other races to even tell what's happening, with the item in question simply eroding steadily without any obvious markings. Though this allows urogs to eat nearly anything, breaking off and absorbing only the molecules they need and leaving aside the ones they don't, they prefer the silicon-based plant life of their home. This peculiar method of absorbing nutrients also makes them nearly impossible to poison or drug, as their bodies simply discard any unnecessary ingested molecules.

With plenty of options for food and few predators thanks to their size and sturdy frames, urogs are free to spend most of their time in contemplation. Constantly inspired by the complex geometry of their crystalline world, they wander seemingly at random across the moon's surface, alone or in loose coalitions, working on mathematical problems or conducting enigmatic experiments. Their languid pace belies their exceedingly sharp intellect; indeed, it is likely because of their laser-like focus on unlocking the galaxy's most esoteric mathematical and scientific secrets that they can be somewhat slow to react to external stimuli.

Urogs often become single minded in finding the most efficient solution to a problem, spending untold hours just to shave seconds off a given process. This reputation for exactitude has made the crystalline creatures sought-after astrogators, consultants, engineers, and scientists in the Pact Worlds, though most members of other races who work with them acknowledge that such relationships can be challenging, to put it mildly. Though largely friendly—at least by their own standards—urogs are creatures with little appreciation for social niceties. A bored urog will think nothing of tuning out the person speaking to them or even wandering away entirely, regardless of how powerful the speaker may be, or how potentially life-threatening

RACIAL TRAITS

Ability Adjustments: +2 Con, +2 Int, -2 Cha

Hit Points: 6

Size and Type: Urogs are Large magical beasts with a space of 10 feet and a reach of 5 feet.

Blunt: Urogs are matter-of-fact creatures who value frankness and getting to the heart of a matter far more than protecting the feelings of others. Urogs take a -2 penalty to Bluff and Diplomacy checks.

Electrical Resistance: Urogs have electricity resistance 5, which stacks with one other source of electricity resistance.

Electrolocation: See page 116.

Limited Telepathy: Urogs can communicate telepathically with any creatures within 30 feet with whom they share a language.

Low-Light Vision: Urogs can see in dim light as if it were normal light.

Plodding: Urogs have a base speed of 20 feet.

Skilled: Urogs gain an additional skill rank at 1st level and each level thereafter.

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the matter they're discussing. Even those who do prove themselves worthy of an urog's attention must still deal with its brusque personality. Urog emotions are difficult for most other creatures to understand, and resolve primarily around the satisfaction of solving a problem, disappointment at failure, or the excitement of a promising line of inquiry. As such, urogs readily point out mistakes, whether their own or others'. While this is in the interest of improving performance and achieving better results, few humans have the patience and poise to graciously accept an enthusiastic urog's stream of constant criticism.

Urogs who choose lives of adventure often do so because they believe mathematical and scientific secrets hide in pockets of the galaxy that simply can't be observed from their limited vantage point on a small moon—and often because they distrust the rigor of the scholarship produced by other species. Urogs who leave Dykon for long periods sometimes suffer an attenuation of their race's special abilities, likely due to their changed diet and lack of certain electrical fields normally provided by the moon itself. Most successful spacefaring urogs eventually see the value in assisting their less deliberate companions, and they make excellent engineers and science officers on ships that have enough room for the large creatures and their overbearing personas.

VERTHANI



VERTHANI
AETHER PILOT
CR 2
XP 600



VERTHANI
PURE ONE
CR 9
XP 6,400

VERTHANI AETHER PILOT

CR 2

XP 600

Verthani operative

N Medium humanoid (verthani)

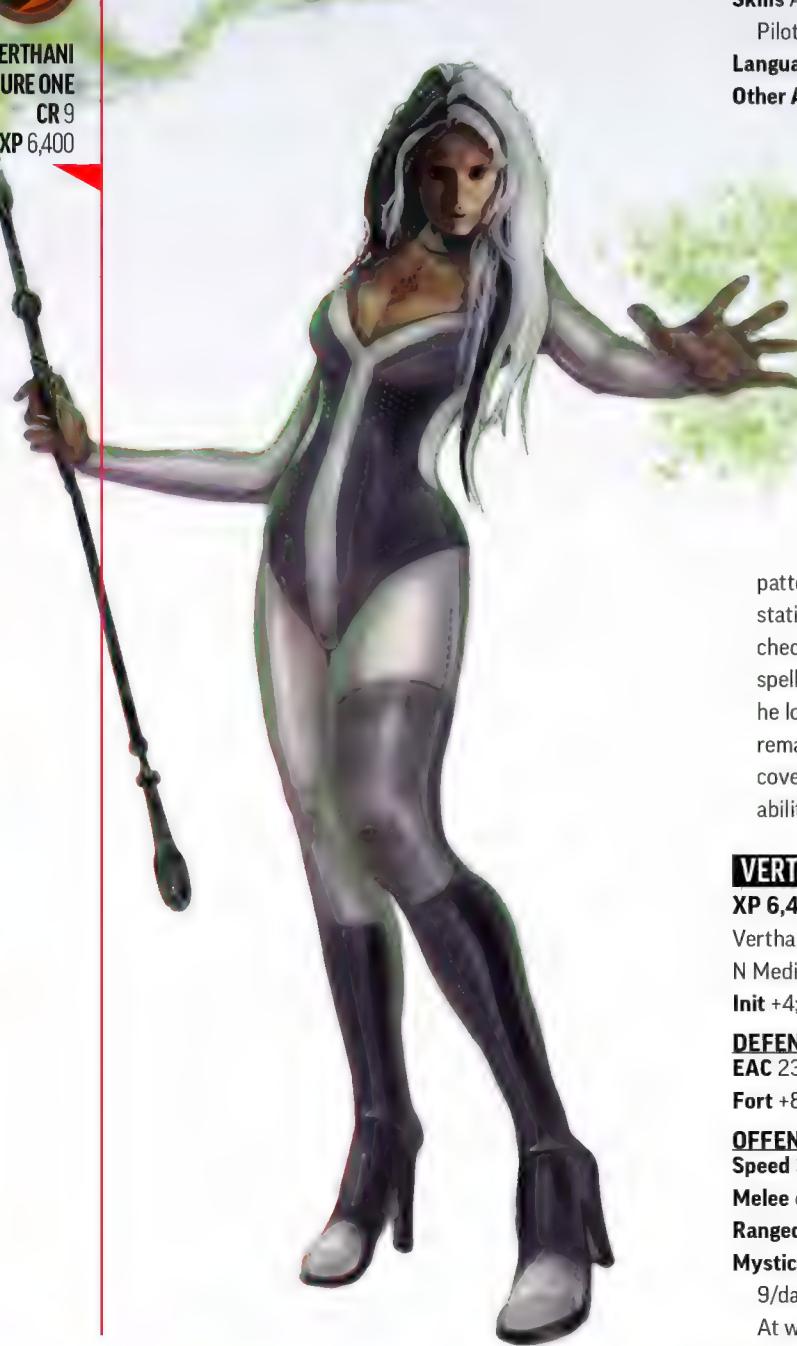
Init +4; Senses low-light vision; Perception +8

DEFENSE

EAC 14; KAC 15

Fort +1; Ref +4; Will +5

HP 23



Defensive Abilities

evasion

OFFENSE

Speed 30 ft.

Melee survival knife +6 (1d4+3 S)

Ranged static arc pistol +8 (1d6+2 E; critical arc 2) or tactical shirren-eye rifle +8 (1d10+2 P) or

Offensive Abilities

trick attack +1d4

STATISTICS

Str +1; Dex +4; Con +1; Int +2; Wis +1; Cha +0

Skills Acrobatics +13, Computers +8, Engineering +8, Piloting +16, Stealth +13

Languages Common, Vercite

Other Abilities operative exploits (uncanny pilot), operative specialization (ghost), skin mimic

Gear estex suit I, static arc pistol with 2 batteries (20 charges each), survival knife, tactical shirren-eye rifle with 20 longarm rounds; **Augmentations** datajack, prosthetic arm

ECOLOGY

Environment any (Verces)

Organization solitary, pair, or squad (3-8)

SPECIAL ABILITIES

Skin Mimic (Ex) Verthani can manipulate the pigments in their skin at will and with astonishing precision, creating bright decorative patterns or deceptive camouflage. A verthani who stays stationary for 1 round gains a +10 racial bonus to Stealth checks (this bonus doesn't stack with the *invisibility* spell or similar effects). If the verthani takes any action, he loses this bonus until he once again spends 1 round remaining still. A verthani wearing clothing or armor that covers more than one-quarter of his body can't use this ability.

VERTHANI PURE ONE

CR 9

XP 6,400

Verthani mystic

N Medium humanoid (verthani)

Init +4; Senses low-light vision; Perception +17

DEFENSE

EAC 23; KAC 24

Fort +8; Ref +8; Will +12

OFFENSE

Speed 30 ft.

Melee carbon staff +15 (1d8+10 B; critical knockdown)

Ranged aphelion laser pistol +17 (3d4+9 F; critical burn 1d4)

Mystic Spell-Like Abilities (CL 9th)

9/day—*mind probe* (DC 20)At will—*mindlink*

**Mystic Spells Known** (CL 9th)

3rd (3/day)—*mind thrust* (DC 20), *tongues*
 2nd (6/day)—*augury*, *force blast* (DC 19), *hold person* (DC 19),
mystic cure
 1st (at will)—*detect thoughts* (DC 18), *identify*

Connection Akashic**STATISTICS****Str** +1; **Dex** +4; **Con** +2; **Int** +2; **Wis** +6; **Cha** +3**Skills** Culture +17, Diplomacy +17, Life Science +17, Medicine +22, Mysticism +22, Sense Motive +17**Languages** Abyssal, Celestial, Common, Vercite**Other Abilities** access Akashic Record, peer into the future 1/day, skin mimic**Gear** advanced lashunta tempweave, aphelion laser pistol with 2 high-capacity batteries (40 charges each), carbon staff, advanced medkit, mk 2 serums of healing (3)**ECOLOGY****Environment** any (Verces)**Organization** solitary, pair, or cabal (3–5)**SPECIAL ABILITIES****Skin Mimic** (Ex) See page 118.

Verthani, the primary inhabitants of Verces, were some of the earliest humanoids in the Pact Worlds system to build spacefaring vessels—a response to the struggle to survive in the harsh conditions of their tidally locked planet.

Verthani stand 8 feet tall on average, with delicate features and long limbs. Their eyes are pure-black orbs, protruding from their heads in half domes like the eyes of a mouse, and they can change the pigment of their skin at will to have complex patterns. Nearly all verthani learn to control these color changes by the time they reach puberty, but babies and children display bright, expressive patterns and colors that reflect their current mood. Some adults also refuse to control them, seeing in their random patterns hints of prophecy.

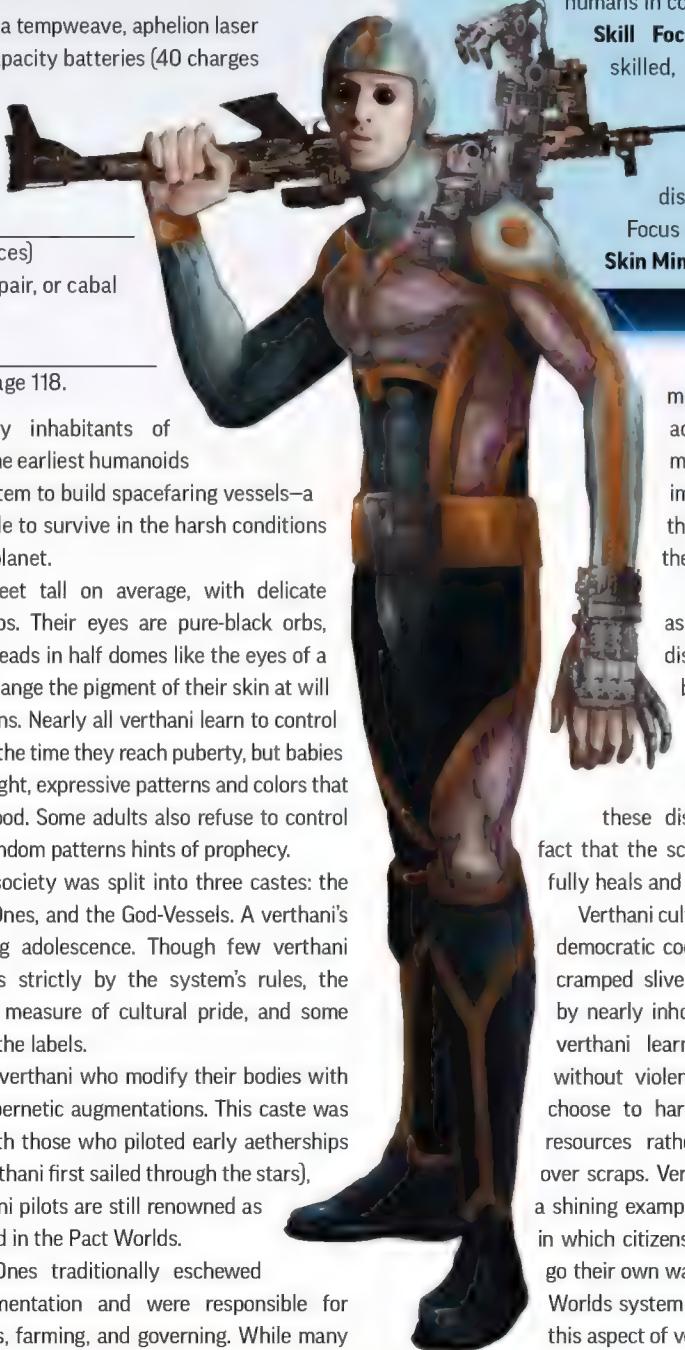
Long ago, verthani society was split into three castes: the Augmented, the Pure Ones, and the God-Vessels. A verthani's caste is chosen during adolescence. Though few verthani today bind themselves strictly by the system's rules, the traditions still carry a measure of cultural pride, and some verthani proudly wear the labels.

The Augmented are verthani who modify their bodies with technology, usually cybernetic augmentations. This caste was particularly popular with those who piloted early aetherships (the elegant vessels verthani first sailed through the stars), and Augmented verthani pilots are still renowned as some of the most skilled in the Pact Worlds.

In contrast, Pure Ones traditionally eschewed all technological augmentation and were responsible for supporting other castes, farming, and governing. While many

RACIAL TRAITS**Ability Adjustments:** +2 Con, +2 Int, -2 Str**Hit Points:** 4**Size and Type:** Verthani are Medium humanoids with the verthani subtype.**Easily Augmented:** Verthani have spent a long time implanting devices into their bodies. A verthani can install an additional augmentation (cybernetics only) into one system that already has an augmentation.**Low-Light Vision:** Verthani can see twice as far as humans in conditions of dim light.

Skill Focus: Verthani are highly skilled, though individually they tend to focus on a particular discipline. Verthani gain Skill Focus as a bonus feat.

Skin Mimic: See page 118.

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modern Pure Ones have accepted at least some modest cybernetic or biotech improvements to their bodies, these verthani remain proud of their traditional caretaker roles.

God-Vessels serve faithfully as living avatars of their deities, displaying this status by branding holy symbols called devotionals into their chests using either acid or flame. God-Vessels never cover up

these distinctive marks, despite the fact that the scar tissue around them never fully heals and can no longer change color.

Verthani culture is a model of independent, democratic cooperation. Forced to live on a cramped sliver of their planet, surrounded by nearly inhospitable lands on either side, verthani learned how to work together without violence or subjugation, and they choose to harness technology to increase resources rather than battle one another over scraps. Verces's Ring of Nations remains a shining example of a one-world government in which citizens remain protected yet free to go their own way, and in many ways the Pact Worlds system itself was directly inspired by this aspect of verthani culture.

VOID HAG



VOID HAG
CR 10
XP 9,600

VOID HAG

XP 9,600

NE Medium monstrous humanoid

Init +7; Senses darkvision 60 ft.; Perception +19

DEFENSE

EAC 25; KAC 27

Fort +9; Ref +11; Will +15

DR 10/magic; **Immunities** cold, disease, fear, sleep; **SR** 20

CR 10

HP 118

OFFENSE**Speed** 30 ft., fly 60 ft. (Su, perfect)**Melee** ultrathin dagger +17 (4d4+11 S)**Ranged** hailstorm-class zero pistol +19 (2d6+10 C; critical staggered [DC 19])**Offensive Abilities** stardust robes**Spell-Like Abilities** (CL 10th, ranged +19)

1/day—cosmic eddy (DC 22), enervation

3/day—irradiate (DC 21), psychokinetic strangulation (DC 21)

At will—inflict pain (DC 20)

STATISTICS

Str +1; Dex +3; Con +0; Int +8; Wis +2; Cha +3

Skills Acrobatics +19 (+27 when flying), Intimidate +24,

Mysticism +24, Stealth +19

Languages Aklo, Common, Drow**Other Abilities** no breath**Gear** white carbon skin, hailstorm-class zero pistol with 4 high-capacity batteries (40 charges each), ultrathin dagger**ECOLOGY****Environment** any vacuum**Organization** solitary or coven (see below)**SPECIAL ABILITIES**

Stardust Robes (Su) Three times per day as a standard action, a void hag can release the energies of the cosmos stored within her robes. Creatures within 30 feet of the void hag each take 2d6+10 force damage and are outlined in glowing motes of stellar energy for 2d4 rounds. An outlined creature takes a –20 penalty to Stealth checks and doesn't benefit from the concealment normally provided by *displacement*, *invisibility*, or similar effects. A target that succeeds at a DC 19 Reflex saving throw halves this damage and negates the outlining effect. Other void hags are immune to this ability.

Void hags are terrifying scourges of deep space, enacting their cruel whims on any innocents who cross their paths.

A typical void hag stands over 7 feet tall but weighs no more than 150 pounds. They have long limbs, and their hands and feet are similarly elongated, ending in disturbingly sharp, silvery nails. Most void hags have substantial heads of hair that they let loose to frame their faces in the low- to zero-gravity environments in which they dwell.

No one is certain whether void hags are clones who adapted to living in outer space (greatly changing their physiology in the process) or a race of alien witches from a distant, unknown world. Void hags aren't interested in elucidating their origins to those they consider





to be lesser beings, which is just about everyone they come across. Rather, void hags instinctively wish to rule over other life-forms, usually cooperating only with other void hags. On occasion, power struggles break out between allied crones, but they often end swiftly and brutally as one overpowers the other. Void hags despise stupidity in any form, and they find great satisfaction in punishing it, usually in ways that are quite painful and often fatal to the victim.

Though it grants her only a small portion of her power, a void hag's set of robes is her most important possession. She views the robes as a badge of honor, since a young void hag must undergo a series of harrowing trials to craft them. First, she weaves the cloak from fibers of plants found on naturally irradiated worlds. Then, she finds a star emitting strong solar flares and waits for a phenomenon known as a coronal mass ejection—a massive explosion of plasma and magnetism—in which she bathes the robes. If she survives, she drags the robes into the center of a nebula, collecting cosmic dust and ionized gas particles along the way. She then dons the robes and meditates, often for days, until she visualizes a pattern of stars that she imprints upon the cloak. The design of each set of robes is personally important to the void hag who crafted it, and no two sets of robes look the same.

This process can take years—or sometimes even decades—but once finished, the void hag is bonded to her robes and only the strongest magic can separate her from them. However, until a void hag makes her robes, no other hag will see her as an equal. Some void hags go so far as to completely ignore those of their kind who haven't crafted their own robes. A void hag in a coven (see below) who somehow loses her robes is forcefully driven out, even though it strips the coven of all power. Even if the expelled hag retrieves her robes (or fashions a new set), she usually must form an entirely new coven, as her previous compatriots never fully trust her again.

Void hags have been seen within Apostae, aiding a handful of drow noble houses in the constant corporate espionage the race perpetrates against one another. Void hags who are diligent and sadistically inventive can rise to be major players in a drow corporation's security division, sometimes rooting out spies from within and leading strike teams against other drow holdings. However, a void hag can never climb higher than that on the corporate ladder, as those positions are almost always exclusive to drow nobles.



Though Aucturn might seem to be a place of great interest to void hags, they avoid that planet with almost no exception. Some sages claim that the crones are afraid of the Stranger and its disturbing inhabitants. Void hags scoff angrily if this theory is ever espoused in their presence and give vague hints about "certain pacts" made with potent entities that lead them to avoid Aucturn. No one has been able to get further clarification out of void hags on the matter, and so it remains an unsolved mystery.

Void hags have a similarly standoffish relationship with the Dominion of the Black, though members of the two groups will sometimes deign to work together in extreme circumstances. Such a partnership is always short lived and tense, probably because void hags suspect that deh-nolos and neh-thalggus would eagerly collect their brains if given half a chance.

VOID HAG COVENS

Three hags of any type can band together to form a coven, gaining access to more powerful magical abilities. Covens of void hags are particularly formidable, and they often lay claim to entire asteroids or other small planetoids as their domains. A void hag coven will often craft a roughly square container called a stellar cauldron out of unknown materials that can somehow withstand the various arcane fission and fusion processes studied by the void hags. A stellar cauldron acts as a focus for many of the coven's rituals and is sometimes used to brew powerful serums and spell ampoules. Scientists from across the galaxy would love to get their hands on one of these stellar cauldrons to examine its composition, but void hag covens are as protective of their cauldrons as an individual void hag is of her robes.

Whenever all three void hags of a coven are within 10 feet of one another, they can work together to use any of the following spell-like abilities: *call cosmos* (DC 24), *clairaudience/clairvoyance*, *control gravity* (DC 25), *gravitational singularity* (DC 25), *interplanetary teleport*, *retrocognition*, *snuff life* (DC 25), *telepathy*, and *vision*. All three void hags must take a full action to take part in this form of cooperative magic. All coven spell-like abilities function at CL 13th (or the highest caster level of the most powerful hag in the coven). The coven also ignores Resolve Point costs of the spell-like abilities.

At the GM's discretion, other hag covens might have different spell-like abilities.

VOID HAG

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WITCHWYRD



WITCHWYRD
CR 6
XP 2,400

WITCHWYRD

XP 2,400

LN Medium monstrous humanoid

Init +2; Senses darkvision 60 ft.; Perception +13

DEFENSE

EAC 20; KAC 18

Fort +5; Ref +7; Will +11

Defensive Abilities absorb force; **DR** 5/magic; **Resistances** resist energy 5

CR 6

HP 60

OFFENSE

Speed 30 ft.

Melee sentinel staff +13 (1d10+9 B)

Multiattack 4 slams +11 (1d4+9 B plus grab)

Offensive Abilities force bolt**Spell-Like Abilities** (CL 10th)1/day—*dimension door*, *resilient sphere* (DC 20)3/day—*dispel magic*, *displacement*, *suggestion* (DC 19)At will—*detect magic*, *detect tech*, *unseen servant*Constant—*tongues*

STATISTICS

Str +3; Dex +2; Con +1; Int +4; Wis +1; Cha +5

Skills Bluff +18, Culture +13, Diplomacy +18, Mysticism +13

Languages Common, Cyrunian, Kasatha, Shobhad; tongues

Gear freebooter armor II, sentinel staff with 4 batteries (20 charges each)

ECOLOGY

Environment any

Organization solitary, entourage (1 plus 2–5 humanoid guards), or enclave (2–5 plus 11–20 humanoid guards)

SPECIAL ABILITIES

Absorb Force (Su) As a reaction, a witchwyrd can use any number of its free hands to catch magic missiles (from the spell of the same name) fired at it. Doing so absorbs the missile and manifests as a glowing nimbus around that hand (which is no longer considered free). The energy lasts 6 rounds or until it is used to create an additional force bolt (see below). To use this ability, the witchwyrd must be aware of the incoming magic missile and cannot be flat-footed.

Force Bolt (Su) As a standard action, a witchwyrd can throw a magic missile (as per the spell of the same name; 1d4+1 force damage) from each free hand or hand that has absorbed a magic missile with the absorb force ability, to a maximum of two missiles per round. The witchwyrd can throw an additional force bolt from each hand that has absorbed a magic missile (maximum of two additional bolts per round), expending the absorbed energy.

Resist Energy (Su) A witchwyrd has resistance 5 to two types of energy (acid, cold, fire, electricity, or sonic) as chosen by the witchwyrd. A witchwyrd can change which types of energy it is resistant to as a full action.

Witchwyrds are avid wanderers and inveterate merchants, plying the trade routes between both planets and the planes.





Witchwynds have four arms and hairless gray-blue skin. Their eyes glow visibly, increasing in brightness as they absorb force energy. Witchwynds stand an average of 7 feet tall and weigh approximately 300 pounds. They favor loose, flowing robes and distinctive conical hats, and they frequently cover their faces with masks or ornate helmets. Witchwynds new to a market or eager to avoid identification during an important business deal sometimes fold one pair of their flexible arms behind their backs and cover their faces.

Although witchwynds seem to gain some manner of sustenance from the magical force energy they absorb, they still breathe, drink, eat, and sleep like normal creatures, and they have a fondness for extremely spicy foods. The average lifespan of witchwynds is unknown, though they are believed to live for many centuries, if not millennia.

Witchwynds are acknowledged as the progenitors of the kasathas and the shobhads of Akiton. Why the witchwynds seeded Kasath and Akiton with intelligent life modeled after themselves remains a mystery, as does the number of other as-yet undiscovered planets similarly affected. It is an undisputed fact, however, that witchwynds were the impetus behind the construction of the kasathas' worldship *Idari* and their exodus from their home planet to the Pact Worlds.

Witchwynds can be found on nearly any world or plane with civilized trade, preferring dry, warm regions, but virtually nothing is known of their mysterious home world beyond its name: Cyrune. The details of witchwyrd government and society are likewise unknown, other than a widespread belief that a mercantile oligarchy of witchwyrd elders directs their race's interplanetary and interplanar trade.

Most witchwynds operate as solitary traders, primarily focusing on one area of trade (such as weapons or magic items), though most deal in other goods as well. Virtually all witchwynds love haggling, to the point that the process of bargaining sometimes seems more important to a witchwyrd than the eventual deal that is struck.

Witchwynds often travel with a crew of loyal humanoid mercenaries hired from worlds they've visited in the past. These hirelings never speak of their remuneration, purportedly forbidden from doing so by punitive clauses in their contracts.

Witchwynds can be encountered throughout the Pact Worlds, though they're most commonly found on Absalom Station, Akiton, and the *Idari*. On the Pact Worlds, most witchwynds do business as members of the Tetrad, an interplanetary and interplanar trade association.

TETRAD CARAVEL

The Tetrad manufactures its own line of starships using unique hybrid technology, including proprietary planar aperture drives that enable the witchwynds to travel between planes as well as into the Drift. Under no circumstances are these engines sold to non-witchwynds. In the Pact Worlds, one of the most commonly encountered style of witchwyrd starships is the Tetrad Caravel, named after an ancient oceangoing vessel.

RACIAL TRAITS

Ability Adjustments: +2 Cha, +2 Int, -2 Con

Hit Points: 4

Size and Type: Witchwynds are Medium monstrous humanoids.

Absorb Force: See page 122.

Darkvision: Witchwynds have darkvision with a range of 60 feet.

Force Bolt: Witchwynds can cast *magic missile* as a spell-like ability once per day. For every two *magic missiles* caught using its absorb force ability, a witchwyrd can use its force bolt ability an additional time each day.

Four-Armed: Witchwynds have four arms, which allows them to wield and hold up to four hands' worth of weapons and equipment. While their multiple arms increase the number of items they can have at the ready, it doesn't increase the number of attacks they can make during combat.

Haggler: Witchwynds are known as skilled traders and negotiators throughout the galaxy and the planes. They receive a +2 racial bonus to Bluff and Diplomacy checks.

TETRAD CARAVEL

TIER 6

Medium transport

Speed 12; Maneuverability average (turn 2); **Drift 2**

AC 18; TL 19

HP 85; DT 7; CT 17

Shields medium 100 (forward 25, port 25, starboard 25, aft 25)

Attack (Forward) heavy laser array (6d4), tactical nuclear missile launcher (5d8)

Attack (Aft) laser net (2d6)

Attack (Turret) light particle beam (3d6), light particle beam (3d6)

Power Core Pulse Blue (200 PCU); **Drift Engine** proprietary planar aperture drive; **Systems** basic long-range sensors, biometric locks, crew quarters (luxurious), mk 2 armor, mk 3 defenses, mk 1 tetranode computer; **Expansion**

Bays cargo holds (2), guest quarters (luxurious), life boats, smuggler compartment

Modifiers +1 to any four checks per round, +2 Computers, -1 Piloting; **Complement 6**

CREW

Witchwyrd Captain Bluff +18 (6 ranks), Diplomacy +18 (6 ranks)

Engineer Engineering +13 (6 ranks)

Gunners (2) gunnery +10

Pilot Piloting +16 (6 ranks)

Science Officer Computers +13 (6 ranks)

WRIKREECHEE



WRIKREECHEE
CR 3
XP 800

WRIKREECHEE

XP 800

Wrikreechee envoy

LN Medium monstrous humanoid (aquatic)

Init -1; Senses darkvision 60 ft.; Perception +8

DEFENSE

EAC 12; KAC 13

Fort +2; Ref +4; Will +6

Defensive Abilities sheltering

OFFENSE

Speed 20 ft., swim 30 ft.

Melee survival knife +10 (1d4+3 S)

CR 3

HP 36

Ranged tactical semi-auto pistol +8 (1d6+3 P)

Offensive Abilities cooperative, snag

STATISTICS

Str +0; Dex -1; Con +1; Int +4; Wis +1; Cha +3

Skills Athletics +8 (+16 when swimming), Diplomacy +13, Engineering +13, Medicine +8, Sense Motive +13

Languages Common, Wrikreechee

Other Abilities amphibious, envoy improvisations (get 'em, inspiring boost [9 SP])

Gear graphite carbon skin, survival knife, tactical semi-auto pistol with 30 small arm rounds

ECOLOGY

Environment any aquatic or urban (Akchios)

Organization solitary, fixture (2-7), colony (8-20)

SPECIAL ABILITIES

Cooperative (Ex) Wrikreeches spend much of their lives

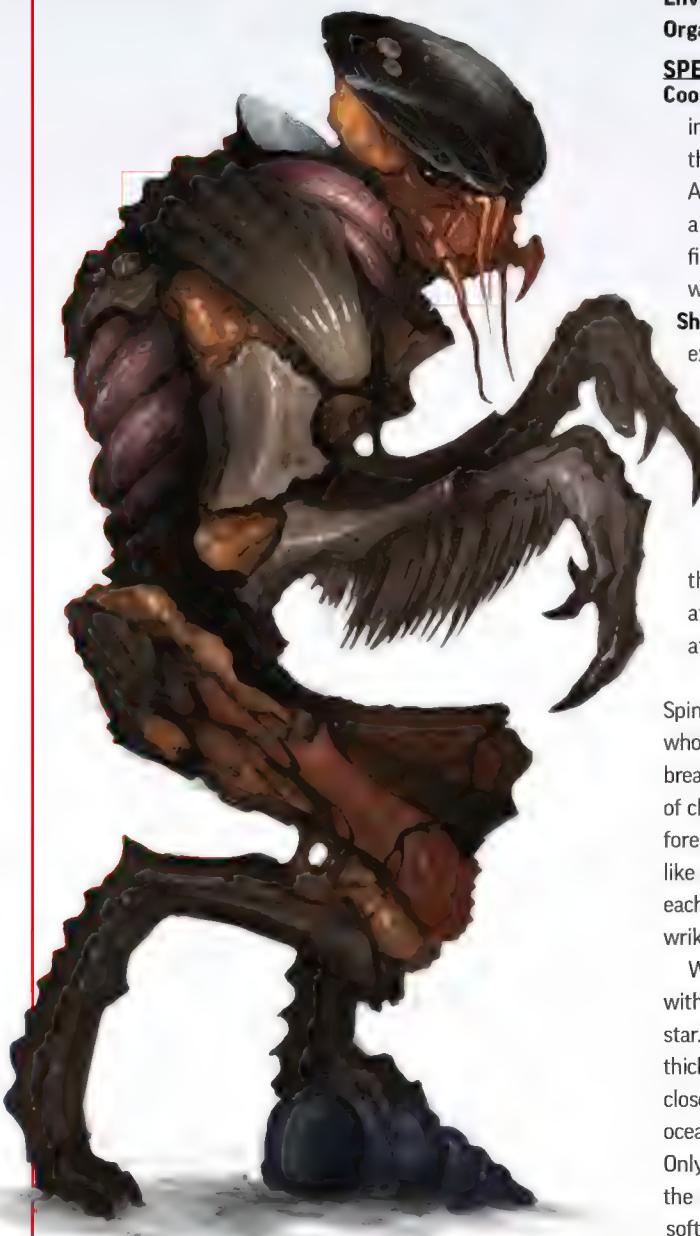
in close contact with one another, learning to predict their neighbors' reactions and coordinate their actions. A wrikreechee gains a +2 bonus to skill checks for the aid another action and to attack rolls to provide harrying fire. A creature using the aid another action to assist a wrikreechee's skill check gains a +2 bonus to her check.

Sheltering (Ex) A wrikreechee instinctively knows how to exploit sources of cover. When a wrikreechee is benefiting from partial cover, cover, or improved cover, the granted bonus to its AC and Reflex saves increases by 1.

Snag (Ex) Thanks to the feathery material lining its forelimbs, a wrikreechee is adept at grabbing small prey. A wrikreechee gains a +4 bonus to attack rolls when attempting to grapple a creature smaller than itself. As a full action, a wrikreechee can make two attempts to grapple a creature with a -4 penalty to the attack rolls.

Spindly and deliberate, wrikreeches are chitinous filter feeders who bear as much a resemblance to mollusks as they do to air-breathing humanoids. Their two lower limbs are robust, capable of clinging to jagged surfaces for extended periods, while their forelimbs bear dozens of long, fibrous whiskers that fan out like baleen to catch passing food particles. These forelimbs each also bear a set of three grasping claws, with which a wrikreechee can manipulate objects, tools, and weapons.

Wrikreeches are natives of Akchios, a lonely, watery planet with a fairly eccentric orbit around an orange main-sequence star. Over much of its existence, Akchios was covered in ice miles thick, melting only partly every 3 years when the planet drew closer to the sun. Fairly simple life developed in its concealed oceans, feeding upon nutrients surging from deep-sea vents. Only a modest range of more complex life-forms evolved in the lightless depths, and among these were the wrikreeches: soft-bodied organisms who developed rigid exoskeletons that





WRIKREECHEE

allowed them to wander and feed during the warming cycle. During the cooling cycle, they molted their shells and retreated into coral-like constructions to conserve energy and socialize with their wintering colony. As best as modern scholars can tell, their kind evolved self-awareness and higher thought processes as a direct extension of this communal living. Though the species developed only rudimentary technologies in the absence of fire and metallurgy, their cultural love of history, mathematics, and philosophy made them a highly educated people.

For the past 100,000 years, Akchios's sun has grown hotter, melting more and more of the planet's icy shell. Several centuries before the Gap, Akchios thawed enough to expose its immense ocean, revealing the cosmos to the wrikreeches for the first time. They had already developed complex astronomic theories by the time Pact Worlds explorers arrived 50 years ago, and although the wrikreeches still had only simple tools, they had the academic aptitude to quickly understand and adopt the visitors' technologies. While still fairly uncommon beyond their home world, traveling wrikreeche scholars and engineers are renowned for creating wonders of architecture and adapting old technologies in innovative ways.

Among the wrikreeches' most important developments are a swath of pharmaceuticals and inexpensive biotech solutions that have helped them adapt to life in dry environments. Most importantly, these include a series of hormonal enhancements that allow a wrikreeche to maintain its shell year round and a biotech vocal enhancer that helps the creature project its voice and enunciate at near-human levels—without which a wrikreeche's simple jaw and throat mangle a range of consonants and can barely project above a whisper in air. Much of the Wrikreeche language is conveyed through arm movements and chirps, with entire syntactic structures expressed solely through vibrations felt only over short distances in the water. These grammatical constructions are reserved primarily for terms of endearment, trust, and understanding. As a result, wrikreeches emit a nearly inaudible buzz around dear friends, and they find communication over comm units distressingly sterile.

Temperature fluctuations remain the bane of most wrikreeches; because of their adaptation to seasonal stimuli, they become noticeably torpid in cold weather, and heat can spur practically manic bouts of energy. Those who can afford to do so wear suits with environmental controls to maintain their body temperatures—and prevent any mood swings that would otherwise result. Most wrikreeche travelers delight in clothing and crowded rooms, finding both to be suitable replacements for the colonies they left behind.

RACIAL TRAITS

Ability Adjustments: +2 Con, +2 Int, -2 Dex

Hit Points: 4

Size and Type: Wrikreeches are Medium monstrous humanoids with the aquatic subtype.

Amphibious: Wrikreeches are able to breathe both water and air normally.

Cooperative: See page 124.

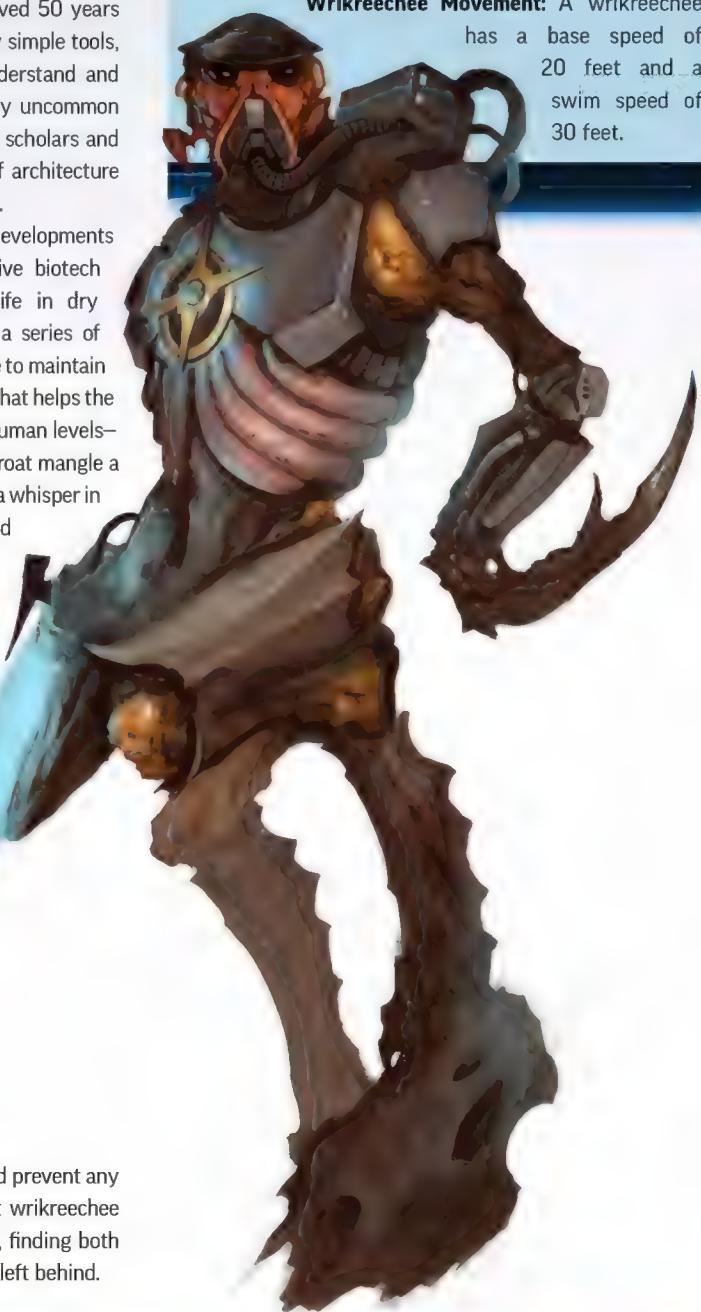
Darkvision: Wrikreeches have darkvision with a range of 60 feet.

Sheltering: See page 124.

Snag: See page 124.

Wrikreeche Movement: A wrikreeche

has a base speed of 20 feet and a swim speed of 30 feet.



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Appendix 1:

CREATING MONSTERS
AND OTHER NPCs

In the Starfinder Roleplaying Game, nonplayer characters (including monsters) aren't created in the same way as player characters. We've made building monsters and other NPCs in Starfinder a much faster process than creating a player character to account for the fact that a GM might need to create several unique NPCs for just one encounter, while each player normally needs to create only one player character for an entire game or campaign. Following the steps described in this section allows you to build a well-balanced NPC. Note that, unless otherwise stated, traits, abilities, and so on can be found in Appendix 4: Universal Creature Rules, and all spells are from Chapter 10 of the *Starfinder Core Rulebook*.

OVERVIEW

Creating an NPC encompasses nine steps, many of which don't take very long. Each step is briefly outlined below and detailed further in its section (on the page noted in parentheses).

Before You Begin: NPC Concept

Before you start designing your NPC, you should have a clear concept for it. Think about its role in your story, and select a Challenge Rating for it. Consult Table 11-1: Encounter Difficulty on page 390 of the *Starfinder Core Rulebook* to help you determine your NPC's CR based on the player characters' Average Party Level. If you are creating a different version of an alien in this book (such as one with a higher CR or a class graft), feel free to give it special abilities similar to that of the original alien.

Step 1: Array (See Below)

Determine whether your NPC is a combatant, an expert, or a spellcaster, and use the appropriate array tables to determine the NPC's starting statistics.

Step 2: Creature Type Graft (Page 132)

The first graft—a set of adjustments—you apply to your NPC gives it attributes that reflect the base kind of creature it is, such as animal, humanoid, or undead. This and other grafts give new abilities and possibly adjust the numbers from the NPC's array. If you give an NPC a class graft (see Step 4), some of the adjustments from its class graft can be superseded by ones granted by its creature type graft.

Step 3: Creature Subtype Graft (Page 133)

If the NPC has any subtypes, add those now. Many subtypes don't grant additional abilities, but they are important for interactions with other rules.

Step 4: Class Graft (Page 137)

If you're making an NPC who functions as a character with a class, you can give it a class graft. The class graft gives

it abilities based on the relevant class's abilities, but which abilities the NPC gains is determined by its CR rather than by a class level. Some class graft adjustments can replace ones from its creature type graft (see Step 2).

Step 5: Template Graft (Page 141)

If you would like the NPC to have a template, apply it now.

Step 6: Special Abilities (Page 141)

In this step, give your NPC a number of appropriate special abilities, as given in its array. Some abilities are combat tricks, while other adjustments might switch up its basic statistics. A few abilities can be given to an NPC for free.

Step 7: Skills (Page 142)

Your NPC's array (and possibly a graft or special ability you give it) determines its bonuses for skills it has mastered or is better than average at using. Pick the specific skills and determine the bonus for each now.

Step 8: Spells (Page 143)

If your NPC can cast spells, choose them now. Usually only spellcasters or creatures with spell-like abilities need this step.

Step 9: Final Check (Page 143)

Finally, make sure your NPC matches what you had planned for it. You also might want to double-check your numbers after applying special abilities to make sure none of them are too far from the baseline.

STEP 1: ARRAY

The following pages give you statistics for creating your NPCs, from AC and skills to attacks and damage.

Combatant Array: Choose the combatant array (page 129) for an NPC that will primarily fight in physical combat, such as a bodyguard or a feral beast. Such NPCs represent significant threats on the field of battle. These attacks are often physical, but they might also be strange supernatural abilities. The combatant array is used for the solarian and soldier class grafts.

Note: Combatants have lower ability and spell DCs. If you have an NPC with a powerful ability as one of its main attacks, increase the corresponding DC by 2.

Expert Array: Pick the expert array (page 130) for skilled enemies such as stealthy scouts or noncombatants such as merchants or advisors. The expert array is also used for the envoy, mechanic, and operative class grafts. Expert NPCs benefit from a wide array of skills, making them competent at specialized tasks such as sneaking or sabotage.

Spellcaster Array: Use the spellcaster array (page 131) for any NPC whose main capabilities come from casting spells



or using spell-like abilities. Spellcaster NPCs usually have the most unusual abilities. The spellcaster array is used for the mystic and technomancer class grafts. An NPC with this array automatically gets spellcasting. See Step 8: Spells on page 143 for full instructions on picking spells. This array is for NPCs that spend most of their actions in combat casting spells.

Note that not all NPCs that rely on magic use the spellcaster array, nor do all combatants rely on physical combat. If spellcasting is only a minor part of the NPC rather than its main focus, or if it relies on supernatural attacks rather than actual spells, you can choose another array and give the NPC the secondary magic special ability (see page 142). Likewise, an NPC that relies on supernatural special abilities (such as magically turning creatures to stone) might be better served with the combatant or the expert array, depending on what other abilities you want it to have.

Using an Array

In this system, you don't calculate an NPC's final statistics the same way as a player character would. Instead, you take the numbers directly from the array and then make a few adjustments based on grafts and special abilities chosen later. In other words, if the array says the NPC's Reflex saving throw bonus is +6, that number already represents the benefits of its statistics or any gear it might have.

Each array is spread out between two tables; the first table lists the NPC's main statistics and the second table has the NPC's attack statistics.

CR: Find the CR you want for your NPC in this column, then read across that row to determine the other values to use.

EAC, KAC, and Saving Throw Bonuses: Use the listed numbers for your NPC's EAC; KAC; and Fortitude, Reflex, and Will saving throw bonuses. If it would be thematically more appropriate to switch the saving throw numbers around, you can swap them (giving a combatant a low Reflex save and high Will save, for example).

Hit Points: Use the listed number for an NPC's Hit Points, adjusting it if you want the monster to be especially tough or frail.

Note that NPCs don't have Stamina Points, and most NPCs don't need Resolve Points. See the Stamina and Resolve sidebar on page 128 for more information.

Ability and Spell DCs: Use the Ability DC entry for all the NPC's abilities, such as a breath weapon or poison, that don't function as spells. If the NPC uses spells or spell-like abilities, determine the DC of each spell or spell-like ability separately, adding the level of the spell or spell-like ability to the number in the Base Spell DC column. For example, a CR 3 expert NPC's DC for a 1st-level spell is 14.

Ability Score Modifiers: NPC stat blocks display only a creature's ability

EVERYTHING IS OPTIONAL

When creating an NPC, you are free to enact whatever changes you need to in order to make your creation work the way you intend. For example, an array might tell you to select two special abilities, but you know you need four—or only one. Go ahead and make the change! If you want your combatant NPC to have a really high AC but not many Hit Points, you can increase its AC by 1 and use the expert array's HP. This doesn't make the statistics wrong; rather, it helps the statistics match your concept. Creating NPCs is fundamentally a creative process, so while these steps are useful to keep the NPC's capabilities from going too far astray for its CR, don't treat them as hard restrictions.

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STAMINA AND RESOLVE

Stamina Points: NPCs don't have Stamina Points. Any abilities that would normally affect an NPC's Stamina Points affect its Hit Points instead.

Resolve Points: Most NPCs don't need Resolve Points, but if you give an NPC class features or special abilities that specifically use them, it receives a number of Resolve Points equal to its CR divided by 5, plus 3.

score modifiers, not its ability scores. The array lists numbers for the NPC's three highest ability score modifiers. Assign these as you see fit based on the NPC's theme. A combatant usually should have at least the top two among Strength, Dexterity, and Constitution; a spellcaster should have its highest ability score modifier in what would thematically be its spellcasting ability. With a few exceptions, these modifiers don't influence other statistics, so set an NPC's Dexterity bonus where you want it without worrying that you'll change its Armor Class, for instance. After assigning these top three scores, you can set the NPC's remaining ability score modifiers as you see fit, usually equal to or less than the lowest listed modifier.

Special Abilities: Choosing special abilities (see page 141) is where you set your NPC apart from others of its CR and array. Choose the number of abilities indicated; these can be an adjustment to its statistics, a universal creature rule, or simply a feat. You can also give your NPC unique abilities you invent; see page 142 for advice on doing so.

Some special abilities are designated as "free" abilities as they don't count against the number of special abilities an NPC gets at its CR. These are described in further detail on page 142.

Skills: The two columns for skills indicate the NPC's bonus with skills it has mastered and with ones it's good but not exceptional at (see page 142). All other skills default to the NPC's relevant ability score modifiers.

Each entry also lists a number in parentheses. This is a suggestion for how many master skills and how many good skills an NPC of that CR should have. NPCs generally have Perception as a good skill, and it isn't included in these numbers. If you want, you can pick Perception as a master skill and choose another good skill for the NPC.

All the numbers in these charts are flexible, especially for skills. You can add or remove skills without making too much of an impact on a melee combat-focused NPC, for instance.

Attack Bonuses: The second table of an array lists high and low attack bonuses for the NPC. Use the high value for the NPC's best attacks and the low value for the rest. Use one value for all ranged attacks and the other for all melee attacks (you generally don't need to worry about differences between one weapon and another in the same category). For example, if your NPC is a sniper, you should use the high value for its ranged attacks and the low one for its melee attacks.

Ranged Damage: If an NPC uses ranged weapons, you can give it a weapon with an item level equal to the creature's CR. An NPC always adds its full CR to its damage to mimic the Weapon Specialization feat (0 if its CR is less than 1), regardless of the weapon's category. It doesn't add the bonus to damage it deals with grenades. If you don't find an appropriate weapon at the given level, you can choose an item with a level between the NPC's CR - 3 and its CR + 1; the NPC's specialization bonus will make up some of the difference. If you end up with a weapon that's far from the right level, you might need to give the NPC a higher or lower attack bonus or a different benefit or drawback.

If the NPC has a unique ranged attack, such as an acidic spit attack, using the value from either the Energy Damage or Kinetic Damage column as appropriate for the damage type of the weapon. If you want the NPC's attack to be especially deadly, you can use the damage entry from the row for the NPC's CR + 1. If you do, it's usually best to lower its attack bonus or AC a bit or give it some other shortcoming.

Melee Damage: As with ranged attacks, you can give an NPC a weapon and add its CR and its Strength modifier to the damage dealt. If the NPC has natural weapons, use the table to determine the damage they deal. If the NPC has the multiattack universal creature rule (see page 155), and thus can attack more than twice with a full attack, use the relevant column to determine the damage each attack deals. For an NPC that can do more than four attacks with a full action, it's better to give it a penalty to further attacks rather than to decrease the damage.

Because melee attacks tend to target KAC, there aren't separate entries for energy attacks. Instead, reduce the damage dealt for a standard melee attack against EAC to the three attacks value. If the NPC can make three attacks using an energy weapon, reduce the damage dealt to the four attacks value.

Other Statistics

These statistics don't appear on the array tables.

Initiative: Unless you increase it with the Improved Initiative feat, a graft, or an ad hoc adjustment, the NPC's initiative bonus is equal to its Dexterity modifier.

Speed: Choose the speed that suits your NPC. Movement modes such as climb or swim usually don't count as special abilities in this case, though if your NPC has an especially high number of special movement modes or a very fast speed, that should probably count as one of its special abilities.

Feats: Most NPCs don't have feats. Many of the bonuses granted by feats can simply be incorporated into a creature's stat block. However, you can give an NPC a feat as a special ability (see page 142).

Languages: An NPC that has the capacity for language knows its racial tongue, and it likely knows Common and the language of its home planet (if any). Particularly intelligent NPCs might know other languages as you deem appropriate.



TABLE 1: COMBATANT ARRAY—MAIN STATISTICS

CR	EAC	KAC	FORT	REF	WILL	HIT POINTS	ABILITY DC	BASE SPELL DC	ABILITY SCORE MODIFIERS	SPECIAL ABILITIES	MASTER SKILLS	GOOD SKILLS
1/3	10	12	+1	+1	+0	6	8	8	+3, +1, +0	1	+7 (1)	+3 (2)
1/2	10	12	+2	+2	+0	13	9	9	+3, +2, +1	1	+9 (1)	+4 (2)
1	11	13	+3	+3	+1	20	10	9	+4, +2, +1	1	+10 (1)	+5 (2)
2	13	15	+4	+4	+1	25	11	10	+4, +2, +1	2	+12 (1)	+7 (2)
3	14	16	+5	+5	+2	40	12	11	+4, +2, +1	2	+13 (1)	+8 (2)
4	16	18	+6	+6	+3	50	13	11	+5, +3, +1	2	+15 (1)	+10 (2)
5	17	19	+7	+7	+4	70	13	11	+5, +3, +2	2	+16 (1)	+11 (2)
6	18	20	+8	+8	+5	90	14	12	+5, +3, +2	2	+18 (1)	+13 (2)
7	19	21	+9	+9	+6	105	15	13	+5, +4, +2	2	+19 (1)	+14 (2)
8	20	22	+10	+10	+7	125	16	13	+6, +4, +2	2	+21 (1)	+16 (2)
9	22	24	+11	+11	+8	145	16	13	+6, +4, +3	2	+22 (1)	+17 (2)
10	23	25	+12	+12	+9	165	17	14	+8, +5, +3	2	+24 (1)	+19 (2)
11	24	26	+13	+13	+10	180	18	14	+8, +5, +3	2	+25 (1)	+20 (2)
12	26	28	+14	+14	+11	200	19	15	+8, +5, +4	3	+27 (1)	+22 (2)
13	27	29	+15	+15	+12	225	19	15	+8, +6, +4	3	+28 (1)	+23 (2)
14	28	30	+16	+16	+12	250	20	15	+8, +6, +4	3	+30 (1)	+25 (2)
15	29	31	+17	+17	+13	275	21	16	+9, +7, +5	3	+31 (1)	+26 (2)
16	30	32	+18	+18	+14	300	22	16	+10, +7, +5	3	+33 (1)	+28 (2)
17	31	33	+19	+19	+15	340	22	16	+11, +8, +5	3	+34 (1)	+29 (2)
18	32	34	+19	+19	+16	375	23	17	+11, +8, +6	4	+36 (1)	+31 (2)
19	33	35	+20	+20	+16	415	24	18	+11, +9, +6	4	+37 (1)	+32 (2)
20	35	37	+21	+21	+17	465	25	19	+12, +9, +6	4	+39 (1)	+34 (2)
21	36	38	+22	+22	+18	500	25	19	+12, +10, +7	4	+40 (1)	+35 (2)
22	38	40	+22	+22	+18	550	26	20	+13, +10, +7	4	+42 (1)	+37 (2)
23	39	41	+23	+23	+19	600	27	21	+13, +11, +7	4	+43 (1)	+38 (2)
24	41	43	+24	+24	+20	650	28	22	+15, +11, +8	4	+45 (1)	+40 (2)
25	42	44	+25	+25	+21	700	28	22	+15, +12, +8	4	+46 (1)	+41 (2)

TABLE 2: COMBATANT ARRAY—ATTACK STATISTICS (CONT. ON PAGE 130)

CR	ATTACK BONUSES		RANGED DAMAGE		MELEE DAMAGE			
	HIGH	LOW	ENERGY	KINETIC	STANDARD	THREE ATTACKS	FOUR ATTACKS	
1/3	+4	+1	1d4	1d4	1d6+Str	—	—	
1/2	+6	+3	1d4	1d6	1d6+Str	—	—	
1	+8	+5	1d4+1	1d6+1	1d6+1+Str	—	—	
2	+10	+7	1d4+2	1d6+2	1d6+2+Str	—	—	
3	+11	+8	1d4+3	1d6+3	1d6+3+Str	—	—	
4	+12	+9	1d4+4	1d6+4	1d6+4+Str	—	—	
5	+14	+11	1d6+5	1d8+5	1d6+5+Str	—	—	
6	+16	+13	1d10+6	2d6+6	1d8+6+Str	1d4+6+Str	—	
7	+17	+14	2d6+7	2d8+7	2d6+7+Str	1d8+7+Str	1d6+7+Str	
8	+19	+16	2d8+8	3d6+8	3d4+8+Str	1d10+8+Str	1d6+8+Str	
9	+21	+18	3d6+9	5d4+9	2d10+9+Str	2d6+9+Str	1d10+9+Str	
10	+22	+19	2d10+10	4d6+10	2d10+10+Str	3d4+10+Str	1d10+10+Str	
11	+23	+20	3d8+11	3d10+11	4d6+11+Str	2d8+11+Str	2d6+11+Str	
12	+25	+22	6d4+12	4d8+12	6d4+12+Str	3d6+12+Str	3d4+12+Str	
13	+26	+23	5d6+13	6d6+13	3d12+13+Str	2d12+13+Str	2d8+13+Str	
14	+27	+24	3d12+14	5d10+14	8d6+14+Str	4d8+14+Str	4d6+14+Str	
15	+28	+25	5d8+15	8d6+15	8d6+15+Str	3d12+15+Str	6d4+15+Str	
16	+30	+27	7d6+16	6d10+16	6d10+16+Str	5d8+16+Str	3d10+16+Str	
17	+31	+28	8d6+17	6d12+17	6d12+17+Str	4d12+17+Str	3d12+17+Str	

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CR	ATTACK BONUSES		RANGED DAMAGE		MELEE DAMAGE			
	HIGH	LOW	ENERGY	KINETIC	STANDARD	THREE ATTACKS	FOUR ATTACKS	
18	+32	+29	6d10+18	8d10+18	13d6+18+Str	8d6+18+Str	5d8+18+Str	
19	+33	+30	8d8+19	9d10+19	15d6+19+Str	6d10+19+Str	4d12+19+Str	
20	+34	+31	12d6+20	16d6+20	11d10+20+Str	6d12+20+Str	8d6+20+Str	
21	+35	+32	13d6+21	18d6+21	12d10+21+Str	8d10+21+Str	6d10+21+Str	
22	+36	+33	12d8+22	20d6+22	21d6+22+Str	9d10+22+Str	8d8+22+Str	
23	+37	+34	17d6+23	14d10+23	24d6+23+Str	10d10+23+Str	12d6+23+Str	
24	+39	+36	10d12+24	19d8+24	14d12+24+Str	11d10+24+Str	13d6+24+Str	
25	+40	+37	13d10+25	14d12+25	18d10+25+Str	12d10+25+Str	9d10+25+Str	

TABLE 3: EXPERT ARRAY—MAIN STATISTICS

CR	EAC	KAC	FORT	REF	WILL	HIT POINTS	ABILITY DC	BASE SPELL DC	ABILITY SCORE MODIFIERS	SPECIAL ABILITIES	MASTER SKILLS	GOOD SKILLS
1/3	10	11	+0	+0	+2	6	10	10	+3, +1, +0	1	+7 (3)	+3 (2)
1/2	10	11	+0	+0	+3	12	11	11	+3, +2, +1	1	+9 (3)	+4 (2)
1	11	12	+1	+1	+4	17	12	11	+4, +2, +1	1	+10 (3)	+5 (2)
2	13	14	+1	+1	+5	23	13	12	+4, +2, +1	1	+12 (3)	+7 (2)
3	14	15	+2	+2	+6	35	14	13	+4, +2, +1	2	+13 (3)	+8 (2)
4	16	17	+3	+3	+7	45	15	13	+5, +3, +1	2	+15 (3)	+10 (2)
5	17	18	+4	+4	+8	65	15	13	+5, +3, +2	2	+16 (3)	+11 (2)
6	18	19	+5	+5	+9	80	16	14	+5, +3, +2	2	+18 (3)	+13 (2)
7	19	20	+6	+6	+10	100	17	15	+5, +4, +2	2	+19 (3)	+14 (2)
8	20	21	+7	+7	+11	115	18	15	+6, +4, +2	2	+21 (3)	+16 (2)
9	22	23	+8	+8	+12	135	18	15	+6, +4, +3	2	+22 (3)	+17 (2)
10	23	24	+9	+9	+13	150	19	16	+8, +5, +3	2	+24 (3)	+19 (2)
11	24	25	+10	+10	+14	170	20	16	+8, +5, +3	2	+25 (3)	+20 (2)
12	26	27	+11	+11	+15	185	21	17	+8, +5, +4	3	+27 (3)	+22 (2)
13	27	28	+12	+12	+16	210	21	17	+8, +6, +4	3	+28 (3)	+23 (2)
14	28	29	+12	+12	+17	235	22	17	+8, +6, +4	3	+30 (3)	+25 (2)
15	29	30	+13	+13	+18	255	23	18	+9, +7, +5	3	+31 (3)	+26 (2)
16	30	31	+14	+14	+19	280	24	18	+10, +7, +5	3	+33 (3)	+28 (2)
17	31	32	+15	+15	+20	315	24	18	+11, +8, +5	3	+34 (3)	+29 (2)
18	32	33	+16	+16	+20	350	25	19	+11, +8, +6	3	+36 (3)	+31 (2)
19	33	34	+16	+16	+21	385	26	20	+11, +9, +6	4	+37 (3)	+32 (2)
20	35	36	+17	+17	+22	430	27	21	+12, +9, +6	4	+39 (3)	+34 (2)
21	36	37	+18	+18	+23	465	27	21	+12, +10, +7	4	+40 (3)	+35 (2)
22	38	39	+18	+18	+23	500	28	22	+13, +10, +7	4	+42 (3)	+37 (2)
23	39	40	+19	+19	+24	550	29	23	+13, +11, +7	4	+43 (3)	+38 (2)
24	41	42	+20	+20	+25	600	30	24	+15, +11, +8	4	+45 (3)	+40 (2)
25	42	43	+21	+21	+26	650	30	24	+15, +12, +8	4	+46 (3)	+41 (2)

TABLE 4: EXPERT ARRAY—ATTACK STATISTICS (CONT. ON PAGE 131)

CR	ATTACK BONUSES		RANGED DAMAGE		MELEE DAMAGE			
	HIGH	LOW	ENERGY	KINETIC	STANDARD	THREE ATTACKS	FOUR ATTACKS	
1/3	+2	+0	1d4	1d4	1d4+Str	—	—	
1/2	+4	+2	1d4	1d4	1d4+Str	—	—	
1	+6	+4	1d4+1	1d4+1	1d4+1+Str	—	—	
2	+8	+6	1d4+2	1d4+2	1d4+2+Str	—	—	
3	+9	+7	1d4+3	1d4+3	1d4+3+Str	—	—	
4	+10	+8	1d4+4	1d4+4	1d4+4+Str	—	—	
5	+12	+10	1d4+5	1d6+5	1d4+5+Str	—	—	



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CR	ATTACK BONUSES		RANGED DAMAGE		MELEE DAMAGE			
	HIGH	LOW	ENERGY	KINETIC	STANDARD	THREE ATTACKS	FOUR ATTACKS	
6	+14	+12	1d6+6	1d8+6	1d6+6+Str	1d4+6+Str	—	
7	+15	+13	1d8+7	1d12+7	1d8+7+Str	1d4+7+Str	1d4+7+Str	
8	+17	+15	1d10+8	2d6+8	1d12+8+Str	1d8+8+Str	1d4+8+Str	
9	+19	+17	2d6+9	2d8+9	3d4+9+Str	1d10+9+Str	1d6+9+Str	
10	+20	+18	3d4+10	2d8+10	2d8+10+Str	1d10+10+Str	1d8+10+Str	
11	+21	+19	2d8+11	2d10+11	2d10+11+Str	3d4+11+Str	1d10+11+Str	
12	+23	+21	2d8+12	2d10+12	2d12+12+Str	3d4+12+Str	1d12+12+Str	
13	+24	+22	2d10+13	4d6+13	6d4+13+Str	3d6+13+Str	3d4+13+Str	
14	+25	+23	5d4+14	4d8+14	6d6+14+Str	4d6+14+Str	3d6+14+Str	
15	+26	+24	4d6+15	6d6+15	5d8+15+Str	6d4+15+Str	2d10+15+Str	
16	+28	+26	6d4+16	5d8+16	6d8+16+Str	4d8+16+Str	3d8+16+Str	
17	+29	+27	4d8+17	4d12+17	8d6+17+Str	3d12+17+Str	6d4+17+Str	
18	+30	+28	3d12+18	8d6+18	8d8+18+Str	5d8+18+Str	4d8+18+Str	
19	+31	+29	5d8+19	6d10+19	9d8+19+Str	6d8+19+Str	3d12+19+Str	
20	+32	+30	4d12+20	8d8+20	13d6+20+Str	9d6+20+Str	5d8+20+Str	
21	+33	+31	8d6+21	6d12+21	15d6+21+Str	10d6+21+Str	4d12+21+Str	
22	+34	+32	6d10+22	8d10+22	17d6+22+Str	6d12+22+Str	8d6+22+Str	
23	+35	+33	8d8+23	13d6+23	12d10+23+Str	8d10+23+Str	6d10+23+Str	
24	+37	+35	9d8+24	15d6+24	21d6+24+Str	9d10+24+Str	8d8+24+Str	
25	+38	+36	8d10+25	16d6+25	12d12+25+Str	15d6+25+Str	6d12+25+Str	

TABLE 5: SPELLCASTER ARRAY—MAIN STATISTICS

CR	EAC	KAC	FORT	REF	WILL	HIT POINTS	ABILITY DC	BASE SPELL DC	ABILITY SCORE MODIFIERS	SPECIAL ABILITIES	MASTER	GOOD
											SKILLS	SKILLS
1/3	9	10	+0	+0	+2	5	10	12	+3, +1, +0	1	+7 (2)	+3 (1)
1/2	9	10	+0	+0	+3	11	11	13	+3, +2, +1	1	+9 (2)	+4 (1)
1	10	11	+1	+1	+4	16	12	13	+4, +2, +1	1	+10 (2)	+5 (1)
2	12	13	+1	+1	+5	21	13	14	+4, +2, +1	2	+12 (2)	+7 (1)
3	13	14	+2	+2	+6	32	14	15	+4, +2, +1	2	+13 (2)	+8 (1)
4	15	16	+3	+3	+7	43	15	15	+5, +3, +1	2	+15 (2)	+10 (1)
5	16	17	+4	+4	+8	60	15	15	+5, +3, +2	2	+16 (2)	+11 (1)
6	17	18	+5	+5	+9	75	16	16	+5, +3, +2	2	+18 (2)	+13 (1)
7	18	19	+6	+6	+10	90	17	17	+5, +4, +2	2	+19 (2)	+14 (1)
8	19	20	+7	+7	+11	105	18	17	+6, +4, +2	2	+21 (2)	+16 (1)
9	21	22	+8	+8	+12	120	18	17	+6, +4, +3	2	+22 (2)	+17 (1)
10	22	23	+9	+9	+13	140	19	18	+8, +5, +3	2	+24 (2)	+19 (1)
11	23	24	+10	+10	+14	155	20	18	+8, +5, +3	2	+25 (2)	+20 (1)
12	25	26	+11	+11	+15	170	21	19	+8, +5, +4	3	+27 (2)	+22 (1)
13	26	27	+12	+12	+16	190	21	19	+8, +6, +4	3	+28 (2)	+23 (1)
14	27	28	+12	+12	+17	215	22	19	+8, +6, +4	3	+30 (2)	+25 (1)
15	28	29	+13	+13	+18	235	23	20	+9, +7, +5	3	+31 (2)	+26 (1)
16	29	30	+14	+14	+19	255	24	20	+10, +7, +5	3	+33 (2)	+28 (1)
17	30	31	+15	+15	+20	285	24	20	+11, +8, +5	3	+34 (2)	+29 (1)
18	31	32	+16	+16	+20	320	25	21	+11, +8, +6	4	+36 (2)	+31 (1)
19	32	33	+16	+16	+21	350	26	22	+11, +9, +6	4	+37 (2)	+32 (1)
20	34	35	+17	+17	+22	395	27	23	+12, +9, +6	4	+39 (2)	+34 (1)
21	35	36	+18	+18	+23	425	27	23	+12, +10, +7	4	+40 (2)	+35 (1)
22	37	38	+18	+18	+23	470	28	24	+13, +10, +7	4	+42 (2)	+37 (1)
23	38	39	+19	+19	+24	510	29	25	+13, +11, +7	4	+43 (2)	+38 (1)
24	40	41	+20	+20	+25	550	30	26	+15, +11, +8	4	+45 (2)	+40 (1)
25	41	42	+21	+21	+26	600	30	26	+15, +12, +8	4	+46 (2)	+41 (1)

TABLE 6: SPELLCASTER ARRAY—ATTACK STATISTICS

CR	ATTACK BONUSES		RANGED DAMAGE		MELEE DAMAGE		
	HIGH	LOW	ENERGY	KINETIC	STANDARD	THREE ATTACKS	FOUR ATTACKS
1/3	+0	-2	1d4	1d4	1d4+Str	—	—
1/2	+2	+0	1d4	1d4	1d4+Str	—	—
1	+4	+2	1d4+1	1d4+1	1d4+1+Str	—	—
2	+6	+4	1d4+2	1d4+2	1d4+2+Str	—	—
3	+7	+5	1d4+3	1d4+3	1d4+3+Str	—	—
4	+8	+6	1d4+4	1d4+4	1d4+4+Str	—	—
5	+10	+8	1d4+5	1d6+5	1d4+5+Str	—	—
6	+12	+10	1d6+6	1d8+6	1d6+6+Str	1d4+6+Str	—
7	+13	+11	1d8+7	1d12+7	1d8+7+Str	1d4+7+Str	1d4+7+Str
8	+15	+13	1d10+8	2d6+8	1d12+8+Str	1d8+8+Str	1d4+8+Str
9	+17	+15	2d6+9	2d8+9	3d4+9+Str	1d10+9+Str	1d6+9+Str
10	+18	+16	3d4+10	2d8+10	2d8+10+Str	1d10+10+Str	1d8+10+Str
11	+19	+17	2d8+11	2d10+11	2d10+11+Str	3d4+11+Str	1d10+11+Str
12	+21	+19	2d8+12	2d10+12	2d12+12+Str	3d4+12+Str	1d12+12+Str
13	+22	+20	2d10+13	4d6+13	6d4+13+Str	3d6+13+Str	3d4+13+Str
14	+23	+21	5d4+14	4d8+14	6d6+14+Str	4d6+14+Str	3d6+14+Str
15	+24	+22	4d6+15	6d6+15	5d8+15+Str	6d4+15+Str	2d10+15+Str
16	+26	+24	6d4+16	5d8+16	6d8+16+Str	4d8+16+Str	3d8+16+Str
17	+27	+25	4d8+17	4d12+17	8d6+17+Str	3d12+17+Str	6d4+17+Str
18	+28	+26	3d12+18	8d6+18	8d8+18+Str	5d8+18+Str	4d8+18+Str
19	+29	+27	5d8+19	6d10+19	9d8+19+Str	6d8+19+Str	3d12+19+Str
20	+30	+28	4d12+20	8d8+20	13d6+20+Str	9d6+20+Str	5d8+20+Str
21	+31	+29	8d6+21	6d12+21	15d6+21+Str	10d6+21+Str	4d12+21+Str
22	+32	+30	6d10+22	8d10+22	17d6+22+Str	6d12+22+Str	8d6+22+Str
23	+33	+31	8d8+23	13d6+23	12d10+23+Str	8d10+23+Str	6d10+23+Str
24	+35	+33	9d8+24	15d6+24	21d6+24+Str	9d10+24+Str	8d8+24+Str
25	+36	+34	8d10+25	16d6+25	12d12+25+Str	15d6+25+Str	6d12+25+Str

STEP 2: CREATURE TYPE GRAFT

Every creature belongs to one of 13 types. These broad categories indicate something about a creature's origin, the shape of its body, or its metaphysical place in the universe.

Creature Type Entries

A creature type graft opens with a description of the creature type, followed by traits and adjustments entries.

Traits: The listed traits are usually innate to all creatures of the type, so it is recommended that a creature with this type gain them. The traits entry includes special abilities (descriptions of these abilities start on page 152) that don't count against the number of abilities granted by the creature's array and that might also change the NPC's ability score modifiers.

Adjustments: Each creature type lists adjustments that alter the NPC's statistics. You don't need to make these adjustments if you don't want to. If you want to give an NPC a class graft (see Step 4), you should use only the adjustments entry for the creature type graft or the adjustments entry for the class graft, not both—decide whether the adjustments from its class or the adjustments from its creature type are more important and apply only those.

Aberration

An aberration has a bizarre anatomy, strange abilities, an alien mindset, or any combination of the three.

Traits: Darkvision 60 ft.

Adjustments: +2 to Will saving throws.

Animal

An animal is a living, nonhumanoid creature, usually a vertebrate with no magical abilities and no innate capacity for language or culture.

Traits: Low-light vision; set Intelligence modifier to -4 or -5.

Adjustments: +2 to Fortitude and Reflex saving throws.

Construct

A construct is a magically animated object or an artificially created creature.

Traits: Darkvision 60 ft., low-light vision, construct immunities, unliving; set Constitution modifier to -; must have either the magical or technological subtype; if the construct is mindless, set Intelligence modifier to - and add mindless.

Adjustments: -2 to all saving throws, +1 to attack rolls.



Dragon

A dragon is a reptilian creature, usually winged, with magical or otherwise unusual abilities.

Traits: Darkvision 60 ft., low-light vision, immunity to paralysis and sleep.

Adjustments: +2 to all saving throws, +1 to attack rolls.

Fey

A fey is a creature with supernatural abilities and connections to nature or to some other force or place.

Traits: Low-light vision.

Adjustments: +2 to Fortitude and Reflex saving throws, -1 to attack rolls.

Humanoid

A humanoid usually has two arms, two legs, and one head, or it has a humanlike torso, arms, and a head. Humanoids have few or no supernatural or extraordinary abilities, but most can speak and usually have well-developed societies.

Traits: Must have a subtype that matches its race (such as human, lashunta, or shirren) or that is related to its race (such as goblinoid).

Adjustments: +2 to one type of saving throw.

Magical Beast

Magical beasts are similar to animals but can have Intelligence modifiers greater than -4 (in which case the magical beast knows at least one language, though it can't necessarily speak). Magical beasts usually have supernatural or extraordinary abilities.

Traits: Darkvision 60 ft., low-light vision.

Adjustments: +2 to Fortitude and Reflex saving throws, +1 to attack rolls.

Monstrous Humanoid

Monstrous humanoids are similar to humanoids, but they have monstrous or animalistic features. They often have magical abilities as well.

Traits: Darkvision 60 ft.

Adjustments: +2 to Reflex and Will saving throws, +1 to attack rolls.

Ooze

An ooze is an amorphous or mutable creature.

Traits: Blindsight, mindless, ooze immunities, sightless; set Intelligence modifier to -.

Adjustments: +2 to Fortitude saving throws, -2 to Reflex and Will saving throws, no master or good skills unless the creature would have them naturally, rather than through training.

Outsider

An outsider is at least partially composed of the essence (but not necessarily the material) of a plane other than the Material Plane. Some creatures start out as another type and

become outsiders when they attain a higher or lower state of spiritual existence.

Traits: Darkvision 60 ft.; if the outsider is a member of a specific race (such as angel, devil, etc.), it must have a subtype to match its race.

Adjustments: +2 to one type of saving throw, +1 to attack rolls.

Plant

This type describes vegetable creatures. Note that regular plants, such as those growing in gardens or fields, lack Wisdom and Charisma modifiers and are objects, not creatures, even though they are alive.

Traits: Low-light vision, plant immunities.

Adjustments: +2 to Fortitude saving throws.

Undead

Undead are once-living creatures animated by magic or advanced technological forces.

Traits: Darkvision 60 ft., undead immunities, unliving; set Constitution modifier to -.

Adjustments: +2 to Will saving throws.

Vermin

This type includes insects, arachnids, other arthropods, worms, and similar invertebrates.

Traits: Darkvision 60 ft., mindless; set Intelligence modifier to -.

Adjustments: +2 to Fortitude saving throws.

STEP 3: CREATURE SUBTYPE GRAFT

At this stage, add any relevant subtypes to the NPC. Generally, a subtype graft grants a few traits, but for particularly powerful subtypes (such as devil), you might want to monitor how many abilities the subtype gives your NPC and avoid adding extra special abilities of the same type that the subtype graft already provides (usually immunities, resistances, and spell-like abilities).

Creature Subtype Entries

A creature subtype graft gives a description of the subtype, followed by specific traits innate to that creature subtype.

Aeon

Aeons are a race of neutral outsiders who maintain the balance of reality.

Traits: Immunity to cold, critical hits, and poison; resistance 10 to electricity and fire; bonus equal to CR to skill checks to recall knowledge; extension of all (see below), telepathy 100 ft. (non-verbal).

Extension of All (Ex): Aeons can communicate telepathically with other aeons over vast distances. This ability works even across planes, albeit less effectively, allowing the communication of only vague impressions and feelings.

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Agathion

Agathions are celestials, or good outsiders, native to Nirvana.

Traits: Low-light vision; +4 to saving throws against poison; immunity to electricity and petrification; resistance 10 to cold and sonic; healing channel (as per the healer mystic connection power); truespeech; speak with animals (as per the xenodruid mystic connection power).

Air

This subtype is usually applied to outsiders with a connection to the Plane of Air.

Traits: Supernatural fly speed, usually with perfect maneuverability; gains Acrobatics as a master or good skill.

Android

This subtype is applied to androids and creatures related to androids.

Traits: Most creatures with this subtype gain darkvision 60 ft. and low-light vision; if the NPC is of the android race (*Starfinder Core Rulebook* 42), it also gains the constructed, flat affect, and upgrade slot racial traits.

Angel

Angels are celestials, or good outsiders, native to the good-aligned Outer Planes.

Traits: Darkvision 60 ft.; low-light vision; protective aura (see below); +4 to saving throws against poison; immunity to acid, cold, and petrification; resistance 10 to electricity and fire; truespeech.

Protective Aura (Su): For angels of CR 3 to CR 15, this ability grants creatures within the aura (usually 20 feet), including the angel, a divine bonus (usually +2) to AC against attacks made by evil creatures and a divine bonus (usually +4) to saving throws against effects created by evil creatures. The protective aura of a more powerful or a weaker angel might grant a larger or smaller bonus and have a larger or smaller radius, respectively.

Aquatic

These creatures are often native to environments that are mostly or entirely underwater.

Traits: Swim speed, water breathing, Athletics as a master or good skill; if it can breathe air, it also gains the amphibious special ability.

Archon

Archons are celestials, or good outsiders, native to Heaven.

Traits: Darkvision 60 ft.; low-light vision; aura of menace (see below); +4 to saving throws against poison; immunity to electricity and petrification; truespeech; many archons can cast *teleport* as an at-will spell-like ability (caster level equal to its CR).

Aura of Menace (Su): This ability imposes a divine penalty (usually -2) to the AC, attacks, and saving throws of each

hostile creature within the aura (usually 20 feet) that fails a Will save. This penalty lasts for 24 hours or until that creature deals damage to the archon who generated the aura. A creature that has resisted or broken the effect can't be affected again by the same archon's aura for 24 hours. The aura of a more powerful or weaker archon might impose a larger or smaller penalty and might have a larger or smaller radius, respectively.

Azata

Azatas are celestials, or good outsiders, native to Elysium.

Traits: Darkvision 60 ft., low-light vision; immunity to electricity and petrification; resistance 10 to cold and fire; truespeech.

Cold

Creatures with this subtype are usually native to frigid environments.

Traits: Immunity to cold; vulnerable to fire.

Daemon

Daemons are fiends, or evil outsiders, native to Abaddon.

Traits: Immunity to acid, death effects, disease, and poison; resistance 10 to cold, electricity, and fire; gains ability to summon allies; telepathy.

Demon

Demons are fiends, or evil outsiders, native to the Abyss.

Traits: Immunity to electricity and poison; resistance 10 to acid, cold, and fire; gains ability to summon allies; telepathy.

Devil

Devils are fiends, or evil outsiders, native to Hell.

Traits: See in darkness; immunity to fire and poison; resistance 10 to acid and cold; gains ability to summon allies; telepathy.

Dwarf

This subtype is applied to dwarves and creatures related to dwarves.

Traits: Most creatures with this subtype gain darkvision 60 ft.; if the NPC is of the dwarven race (*Starfinder Core Rulebook* 506), it also gains the slow but steady, stonecunning, traditional enemies, and weapon familiarity racial traits.

Earth

This subtype is usually applied to outsiders with a connection to the Plane of Earth.

Traits: Burrow speed; blindsense or blindsight (vibration) with a varied range.

Elemental

An elemental is a creature composed entirely of matter from one of the four Elemental Planes.

Traits: Elemental immunities.



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Elf

This subtype is applied to elves and creatures related to elves.

Traits: Most creatures with this subtype gain low-light vision and gain Perception as an additional master skill; if the NPC is of the drow race (see page 42), it gains darkvision 60 ft. instead of low-light vision, as well as the drow immunities, drow magic, and light blindness racial traits; if the NPC is of the elven race (*Starfinder Core Rulebook* 507), it gains the elven immunities and elven magic racial traits and Mysticism as a master skill; if the NPC is of the half-elven race (*Starfinder Core Rulebook* 509), it gains the elven blood racial trait and an extra good skill.

Fire

This subtype is usually applied to outsiders with a connection to the Plane of Fire and creatures with a strong affinity to fire.

Traits: Immunity to fire; vulnerable to cold.

Giant

This subtype is applied to giants and creatures related to giants.

Traits: Low-light vision; many NPCs with this subtype gain Intimidate and Perception as master skills.

Gnome

This subtype is applied to gnomes and creatures related to gnomes.

Traits: Low-light vision; if the NPC is of the gnome race (*Starfinder Core Rulebook* 508) it also gains the eternal hope and gnome magic racial traits and Culture as a master skill.

Goblinoid

This subtype is applied to humanoids of various goblinoid subspecies, such as space goblins.

Traits: Darkvision 60 ft.; if the NPC is of the space goblin race (see page 54), it also gains the fast and tinker racial traits, Engineering and Stealth as master skills, and Survival as a good skill.

Gray

This subtype is applied to the humanoid aliens known as grays and creatures related to grays.

Traits: Darkvision 60 ft.; if the NPC is of the gray race (see page 56), it also gains telepathy 100 ft. and the phase special ability.

Halfling

This subtype is applied to halflings and creatures related to halflings.

Traits: None; if the NPC is of the halfling race (*Starfinder Core Rulebook* 511), it gains the halfling luck and sneaky racial traits, Perception and Stealth as master skills, and Acrobatics and Athletics as good skills.

Human

This subtype is applied to humans and creatures related to humans.

Traits: None; if the NPC is of the human race (*Starfinder Core Rulebook* 44), it gains an additional special ability of any type and an additional good skill.

Ikeshti

This subtype is applied to ikeshtis and creatures related to ikeshtis.

Traits: Most creatures with this subtype gain a climb speed; if the NPC is of the ikeshti race (see page 64), it also gains the desert survivor, shed skin, and squirt blood racial traits.

Incorporeal

Creatures with this subtype have no physical bodies.

Traits: Incorporeal (*Starfinder Core Rulebook* 264).

Inevitable

Inevitables are construct-like outsiders built to enforce the laws of the universe.





Traits: Darkvision 60 ft., low-light vision; constructed; regeneration (suppressed by chaotic-aligned attacks); truespeech.

Kasatha

This subtype is applied to kasathas and creatures related to kasathas.

Traits: None; if the NPC is of the kasatha race (*Starfinder Core Rulebook* 46), it gains the desert stride and four-armed racial traits, Acrobatics and Athletics as master skills, and Culture as a good skill.

Lashunta

This subtype is applied to lashuntas and creatures related to lashuntas.

Traits: None; if the NPC is of the lashunta race (*Starfinder Core Rulebook* 48), it gains the limited telepathy racial trait and can cast the following spells as spell-like abilities: 1/day—*detect thoughts*; at will—*daze* and *psychokinetic hand*.

Maraquoi

This subtype is applied to maraquoi and creatures related to maraquoi.

Traits: Low-light vision; if the NPC is of the maraquoi race (see page 74), it also gains blindsense (sound) 30 ft., a climb speed of 20 ft., the prehensile tail racial trait, and Survival as a master skill.

Orc

This subtype is applied to orcs and creatures who are related to orcs.

Traits: Most creatures of this subtype gain darkvision 60 ft. and the ferocity universal creature rule; if the creature is of the half-orc race (*Starfinder Core Rulebook* 510), it also gains Intimidate and Survival as master skills.

Plantlike

Plantlike creatures have many of the characteristics of plants.

Traits: Most plantlike creatures have the plantlike universal creature rule (see page 156).

Protean

Proteans are serpentine outsiders of pure chaos native to the Maelstrom.

Traits: Blindsight (distance and sense varies by protean type); immunity to acid; resistance 10 to electricity and sonic; supernatural flight speed; amorphous; change shape; grab ability with its natural attacks.

Reptoid

This subtype is applied to the shapechanging aliens known as reptoids and creatures related to reptoids.

Traits: Low-light vision; if the NPC is of the reptoid race (see page 92), it also gains the change shape, cold-blooded, and natural weapons racial traits.

Ryphorian

This subtype is applied to ryphorians and creatures related to ryphorians.

Traits: Low-light vision; if the NPC is of the ryphorian race (see page 96), it also gains an additional special ability of any type, the trimorphic racial trait, and Perception as a master skill.

Sarcesian

This subtype is applied to sarcesians and creatures related to sarcesians.

Traits: Low-light vision; if the NPC is of the sarcesian race (see page 98), it also gains the void flyer special ability and an additional good skill.

Shapechanger

This subtype is applied to creatures that can dramatically alter their forms.

Traits: Change shape (specific details depend upon creature).

Shirren

This subtype is applied to shirrens and creatures related to shirrens.

Traits: Blindsight (vibration) 30 ft.; if the NPC is of the shirren race (*Starfinder Core Rulebook* 50), it also gains the communalism and limited telepathy racial traits and Culture and Diplomacy as good skills.

Skittermander

This subtype is applied to skittermanders and creatures related to skittermanders.

Traits: Low-light vision; if the NPC is of the skittermander race (see page 106), it also gains the grappler, hyper, and six-armed racial traits.

Swarm

This subtype is applied to any collection of Fine, Diminutive, or Tiny creatures (usually vermin) that acts as a single creature. A swarm has a single pool of Hit Points, a single initiative modifier, and a single EAC and KAC. A swarm attempts saving throws as a single creature. A single swarm usually occupies a square (if it is made up of nonflying creatures) or a cube (if it is made up of flying creatures) 10 feet on a side, but its reach is 0 feet. A swarm can move through cracks or holes large enough for its component creatures to fit through.

In order to attack, a swarm moves into an opponent's space, which provokes an attack of opportunity. Spellcasting or concentrating on spells within the area of a swarm requires a successful caster level check (DC = 20 + spell level). Using skills that involve patience and concentration, such as Computers, within the area of a swarm requires a successful DC 20 Will saving throw.

Traits: Swarm defenses, swarm immunities, distraction, swarm attack.



Verthani

This subtype is applied to verthani and creatures related to verthani.

Traits: Low-light vision; if the NPC is of the verthani race (see page 118), it also gains the easily augmented and skin mimic racial traits and an additional good skill.

Vesk

This subtype is applied to vesk and creatures related to vesk.

Traits: Low-light vision; if the NPC is of the vesk race (*Starfinder Core Rulebook* 52), it also gains the armor savant, fearless, and natural weapons racial traits.

Water

This subtype is usually applied to outsiders with a connection to the Plane of Water.

Traits: Swim speed, gains Athletics as a master or good skill.

Ysoki

This subtype is applied to ysoki and creatures related to ysoki.

Traits: Darkvision 60 ft.; if the NPC is of the ysoki race (*Starfinder Core Rulebook* 54), it also gains the cheek pouches and moxie racial traits, Engineering and Stealth as master skills, and Survival as a good skill.

STEP 4: CLASS GRAFT

In this optional step, you can add certain abilities to make an NPC function similarly to a character of a particular class. As mentioned in Step 2, you should use either the adjustments entry for the creature type graft or the adjustments entry for the class graft—not both.

The classes and the rules for their class abilities appear in the *Starfinder Core Rulebook*, though some class grafts grant slightly altered class abilities—these are listed in the Special Rules entry. If your NPC has abilities that require spending Resolve, it receives a number of Resolve Points equal to its CR divided by 5, plus 3.

Class Graft Entries

A class graft begins with a brief description of the class and then moves on to the following sections.

Special Rules: If the graft requires some tinkering beyond the normal rules for class grafts, the graft has a special rules entry describing it.

Required Array: This entry lists which array an NPC has to use to receive the class graft.

Adjustments: These adjustments change some of the statistics provided by the array.

Skills: The class graft might also list skills, categorized as master or good, that count toward the skills granted by the NPC's array.

Ability Score Modifiers: This lists the ability score modifiers that are usually highest for this class. They're in order from highest to lowest, but you can mix them up as you see fit.

OTHER SUBTYPES

A number of subtypes don't have full entries. Those that don't grant additional abilities to creatures are listed below.

Ⓐ Chaotic	Ⓐ Lawful
Ⓐ Evil	Ⓐ Magical
Ⓐ Extraplanar	Ⓐ Native
Ⓐ Good	Ⓐ Technological

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Gear: Most NPCs with class grafts use gear rather than relying on natural attacks. This entry gives guidelines for assigning weapons, armor, and other significant equipment to members of the class, listing the level of the gear. Gear has a minimum level of 1 and a maximum level of 20. For example, if a creature's CR is 1/2 or if the creature's CR is 1 and the graft suggests an item of "CR - 1," you would give it level 1 gear. As mentioned on page 128, you can skew the creature's gear by a few levels, though you might need to make other adjustments to its statistics if you do so.

Abilities by CR: Depending on the NPC's CR, it gains a certain number of class features from the chosen class and potentially some special abilities of your choosing; these replace the special abilities the creature receives from the array. The NPC's CR corresponds to its effective class level, so a CR 3 creature would be a 3rd-level mechanic.

Apply the abilities from the entry that matches your NPC's CR or the next-lowest CR. For instance, if you are creating a CR 4 NPC and the class graft lists abilities for only CR 3 and CR 5, use the CR 3 entry. Apply only one CR entry. Class features that have a DC use the ability DC from the NPC's array, or you can use the base spell DC if you prefer.

Usually, a class graft gives an NPC more options than it would normally get from the array. Still, if there are special abilities your NPC absolutely needs, you can add them in. Just be careful not to make your NPC too powerful for the CR you chose.

When you pick a class feature that improves another class feature, the NPC is assumed to also have all the prerequisites. For example, if you took quick inspiring boost for a CR 4 envoy, the NPC would be considered to have inspiring boost as well. If a class feature option has a level requirement, you can pick one from the lower-level set of options if you so choose. For instance, if a class graft grants a 6th-level operative exploit, you can choose a 2nd-level operative exploit instead.

Envoy

Charismatic envos assist their allies through inspiration and tactical orders.

Required Array: Expert.

Adjustments: +2 to Reflex saving throws.



Skills: Master Sense Motive and master Bluff, Diplomacy, or Intimidate.

Ability Score Modifiers: Charisma, Intelligence, and Dexterity.

Gear: Light armor (item level = CR), small arm (item level = CR), and basic melee weapon (item level = CR - 1).

Abilities by CR

CR 1: One 1st-level envoy improvisation and one special ability.

CR 2: Two 1st-level envoy improvisations and one special ability.

CR 4: One 4th-level envoy improvisation, one 1st-level envoy improvisation, and one special ability.

CR 6: One 6th-level envoy improvisation, one 4th-level envoy improvisation, one 1st-level envoy improvisation, and one special ability.

CR 8: One 8th-level envoy improvisation, one 6th-level envoy improvisation, one 4th-level envoy improvisation, and one special ability.

CR 9: One 8th-level envoy improvisation, one 6th-level envoy improvisation, one 4th-level envoy improvisation, skillful special ability (see page 142), and one special ability.

CR 10: Two 8th-level envoy improvisations, one 6th-level envoy improvisation, one 4th-level envoy improvisation, skillful special ability (see page 142), and one special ability.

CR 12: Three 8th-level envoy improvisations, one 6th-level envoy improvisation, skillful special ability (see page 142), and one special ability.

CR 16: Four 8th-level envoy improvisations, skillful special ability (see page 142), and one special ability.

CR 20: True expertise, four 8th-level envoy improvisations, skillful special ability (see page 142), and one special ability.

Mechanic

Experts at dealing with machines, mechanics either use exocortexes to enhance their combat abilities or are accompanied by robotic drones that they can control remotely.

Special Rules: All mechanic creatures get the artificial intelligence class feature, which requires a choice between a drone and an exocortex. For a mechanic creature with a drone, build the drone as a separate technological construct of the mechanic's CR - 2 or use an existing technological construct with the mechanic's CR - 2. The drone does not get a full suite of actions on its own; each round, the mechanic creature and the drone can each take a move action, a swift action, and a reaction, but only one of them can take a standard action or combine its move and standard actions into a full action. The drone doesn't have its own CR, it doesn't contribute to the CR of the encounter, and PCs receive no XP for defeating a drone.

For a mechanic creature with an exocortex, add target tracking at CR 1 (see below), wireless hack at CR 5, twin tracking at CR 10, multitasking at CR 15, and quad tracking at CR 20.

Target Tracking (Ex): As a move action, this NPC can designate and track a single foe, gaining a +2 bonus to attack rolls against that target. Use this same bonus for twin tracking and quad tracking.

Required Array: Expert.

Adjustments: +2 to Fortitude and Reflex saving throws and -2 to Will saving throws.

Skills: Master Computers and Engineering.

Ability Score Modifiers: Intelligence, Dexterity, and Constitution.

Gear: Light armor (item level = CR), small arm (item level = CR), and basic melee weapon (item level = CR - 1).

Abilities by CR

CR 1: Artificial intelligence (see Special Rules above), custom rig, one special ability.

CR 2: Artificial intelligence, custom rig, one 2nd-level mechanic trick, and one special ability.





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CR 3: Artificial intelligence, custom rig, overload, and one 2nd-level mechanic trick.

CR 4: Artificial intelligence, custom rig, overload, and two 2nd-level mechanic tricks.

CR 5: Artificial intelligence, custom rig, overload, remote hack, and two 2nd-level mechanic tricks.

CR 7: Artificial intelligence, overload, remote hack, expert rig, miracle worker 1/day, and two 2nd-level mechanic tricks.

CR 8: Artificial intelligence, overload, remote hack, expert rig, miracle worker 1/day, one 8th-level mechanic trick, and one 2nd-level mechanic trick.

CR 9: Artificial intelligence, overload, remote hack, expert rig, miracle worker 1/day, override, one 8th-level mechanic trick, and one 2nd-level mechanic trick.

CR 11: Artificial intelligence, overload, remote hack, expert rig, miracle worker 2/day, override, and two 8th-level mechanic tricks.

CR 13: Artificial intelligence, overload, remote hack, miracle worker 2/day, override, advanced rig, and two 8th-level mechanic tricks.

CR 14: Artificial intelligence, overload, remote hack, miracle worker 2/day, override, advanced rig, one 14th-level mechanic trick, and one 8th-level mechanic trick.

CR 16: Artificial intelligence, overload, remote hack, miracle worker 3/day, override, advanced rig, and two 14th-level mechanic tricks.

CR 18: Artificial intelligence, overload, remote hack, miracle worker 3/day, override, advanced rig, and three 14th-level mechanic tricks.

CR 19: Artificial intelligence, overload, remote hack, miracle worker 3/day, override, ghost in the machine, superior rig, and three 14th-level mechanic tricks.

CR 20: Artificial intelligence, overload, remote hack, miracle worker 3/day, override, ghost in the machine, superior rig, and four 14th-level mechanic tricks.

Mystic

Calling on connections to supernatural forces, mystics can manifest magic in a number of different ways.

Special Rules: Choose one mystic connection. The mystic creature's connection powers must come from that connection. Any connection powers that aren't relevant to the creature (or that can simply be incorporated into the creature's statistics) don't need to appear in its stat block.

Spells must come from the mystic spell list. Start with connection spells of the corresponding levels and then fill in the remaining slots.

Required Array: Spellcaster.

Adjustments: None.

Skills: Master Mysticism and good or master skills chosen from the connection's associated skills.

Ability Score Modifiers: Wisdom, Constitution, and Charisma.

Gear: Light armor (item level = CR), small arm (item level = CR), and basic melee weapon (item level = CR - 1).

Abilities by CR

CR 1: 1st-level connection power and one special ability.

CR 2: 1st-level connection power, mindlink, and one special ability.

CR 3: 1st- and 3rd-level connection powers and mindlink.

CR 6: 1st-, 3rd-, and 6th-level connection powers and mindlink.

CR 9: 1st-, 3rd-, 6th-, and 9th-level connection powers and mindlink.

CR 11: 1st-, 3rd-, 6th-, and 9th-level connection powers; mindlink; and telepathic bond.

CR 12: 1st-, 3rd-, 6th-, 9th-, and 12th-level connection powers; mindlink; and telepathic bond.

CR 15: 1st-, 3rd-, 6th-, 9th-, 12th-, and 15th-level connection powers; mindlink; and telepathic bond.

CR 18: All connection powers, mindlink, and telepathic bond.

CR 19: All connection powers, mindlink, telepathic bond, and transcendence.

CR 20: All connection powers, mindlink, telepathic bond, transcendence, and enlightenment.

Operative

Cunning and swift, operatives are especially skilled and can cause foes to drop their guards, paving the way for devastating attacks.

Special Rules: Choose one operative specialization. The operative creature's specialization exploit and specialization power must come from that specialization. Any exploits that aren't relevant to the creature (or that can simply be incorporated into the creature's statistics) don't need to appear in the creature's stat block.

Required Array: Expert.

Adjustments: Bonus to initiative equal to the creature's CR divided by 4, +1; +3 to Reflex saving throws; +1 to all skill checks.

Skills: Master skills from operative specialization.

Ability Score Modifiers: Dexterity, Intelligence, and Wisdom.

Gear: Light armor (item level = CR), small arm (item level = CR), sniper rifle (item level = CR), and basic melee weapon with operative special quality (item level = CR - 1).

Abilities by CR

CR 1: Trick attack +1d4 and one special ability.

CR 2: Trick attack +1d4, evasion, one 2nd-level operative exploit, and one special ability.

CR 3: Trick attack +1d8, evasion, quick movement +10 ft., one 2nd-level operative exploit, and one special ability.

CR 4: Trick attack +1d8, evasion, quick movement +10 ft., debilitating trick, and two 2nd-level operative exploits.

CR 5: Trick attack +3d8, evasion, quick movement +10 ft., debilitating trick, specialization exploit, and two 2nd-level operative exploits.

CR 6: Trick attack +3d8, evasion, quick movement +10 ft., debilitating trick, specialization exploit, and one 6th-level operative exploit.



CR 7: Trick attack +4d8, evasion, quick movement +10 ft., debilitating trick, uncanny agility, specialization exploit, and one 6th-level operative exploit.

CR 8: Trick attack +4d8, evasion, quick movement +10 ft., debilitating trick, uncanny agility, triple attack, specialization exploit, and one 6th-level operative exploit.

CR 9: Trick attack +5d8, evasion, quick movement +20 ft., debilitating trick, uncanny agility, triple attack, specialization exploit, and one 6th-level operative exploit.

CR 10: Trick attack +5d8, evasion, quick movement +20 ft., debilitating trick, uncanny agility, triple attack, specialization exploit, and one 10th-level operative exploit.

CR 11: Trick attack +6d8, evasion, quick movement +20 ft., debilitating trick, uncanny agility, triple attack, specialization power, specialization exploit, and one 10th-level operative exploit.

CR 13: Trick attack +7d8, evasion, quick movement +20 ft., debilitating trick, uncanny agility, quad attack, specialization power, specialization exploit, and one 10th-level operative exploit.

CR 14: Trick attack +7d8, evasion, quick movement +20 ft., debilitating trick, uncanny agility, quad attack, specialization power, specialization exploit, and one 14th-level operative exploit.

CR 15: Trick attack +8d8, evasion, quick movement +30 ft., debilitating trick, uncanny agility, quad attack, specialization power, specialization exploit, and one 14th-level operative exploit.

CR 17: Trick attack +9d8, evasion, quick movement +30 ft., debilitating trick, uncanny agility, quad attack, double debilitation, specialization power, specialization exploit, and one 14th-level operative exploit.

CR 19: Trick attack +10d8, evasion, quick movement +30 ft., debilitating trick, uncanny agility, quad attack, double debilitation, specialization power, specialization exploit, and two 14th-level operative exploits.

CR 20: Trick attack +10d8, evasion, quick movement +30 ft., debilitating trick, uncanny agility, quad attack, double debilitation, specialization power, specialization exploit, supreme operative, and two 14th-level operative exploits.

Solarian

Drawing power from the eternal cycles of stars, solarians fight with the power of photons and gravitons.

Special Rules: Choose one solar manifestation, either solar armor or solar weapon. For a solarian creature with solar armor, its EAC and KAC each increase by 1 and it receives the energy resistance listed in the table of solarian class features (*Starfinder Core Rulebook* 101). For a solarian creature with a solar weapon, that weapon deals the standard melee damage for the NPC's CR from Table 2: Combatant Attack Statistics (see page 129).

Rather than using the full rules for a solarian's stellar mode, use the stellar alignment universal creature rule (see

page 156). This still counts as a stellar mode for any abilities that affect stellar modes.

In addition, use the following simplified version of stellar paragon for CR 20 solarian creatures.

Stellar Apotheosis (Su): As a move action, this creature can raise or lower light levels within close range by one step. In addition, it is fully attuned at the start of combat instead of needing to wait 1d3 rounds.

Required Array: Combatant.

Adjustments: -2 to Reflex saving throws and +2 to Will saving throws.

Skills: Good Mysticism.

Ability Score Modifiers: Strength, Dexterity, and Charisma.

Gear: A solarian's gear selection depends on whether you choose solar armor or solar weapon for its solar manifestation.

Solar Armor: Light armor (item level = CR), small arm (item level = CR), and advanced melee weapon (item level = CR + 1).

Solar Weapon: Light armor (item level = CR), small arm (item level = CR), and solarian crystal (item level = CR).

Abilities by CR

CR 1: Solar manifestation, stellar alignment, black hole, and supernova.

CR 2: Solar manifestation, stellar alignment, black hole, supernova, and one 2nd-level stellar revelation.

CR 4: Solar manifestation, stellar alignment, black hole, supernova, and two 2nd-level stellar revelations.

CR 6: Solar manifestation, stellar alignment, black hole, supernova, one 6th-level stellar revelation, and one 2nd-level stellar revelation.

CR 7: Solar manifestation, stellar alignment, black hole, supernova, flashing strikes, one 6th-level stellar revelation, and one 2nd-level stellar revelation.

CR 8: Solar manifestation, stellar alignment, black hole, supernova, flashing strikes, and two 6th-level stellar revelations.

CR 9: Solar manifestation, stellar alignment, black hole, supernova, flashing strikes, two 6th-level stellar revelations, and one zenith revelation.

CR 10: Solar manifestation, stellar alignment, black hole, supernova, flashing strikes, one 10th-level stellar revelation, one 6th-level stellar revelation, and one zenith revelation.

CR 13: Solar manifestation, stellar alignment, black hole, supernova, flashing strikes, solarian's onslaught, two 10th-level stellar revelations, and one zenith revelation.

CR 14: Solar manifestation, stellar alignment, black hole, supernova, flashing strikes, solarian's onslaught, one 14th-level stellar revelation, one 10th-level stellar revelation, and one zenith revelation.

CR 17: Solar manifestation, stellar alignment, black hole, supernova, flashing strikes, solarian's onslaught, two 14th-level stellar revelations, and two zenith revelations.

CR 20: Solar manifestation, stellar alignment, black hole, supernova, flashing strikes, solarian's onslaught, stellar



apotheosis (see page 140), two 14th-level stellar revelations, and two zenith revelations.

Soldier

Equipped with powerful weapons and armor, soldiers are trained to serve in the front line of battle and to both dish out and withstand massive force.

Special Rules: Choose one fighting style (soldier creatures of CR 9 or higher also choose a secondary fighting style). The soldier creature's style techniques must come from the selected fighting style or styles. Any style techniques that aren't relevant to the soldier creature can be skipped (or can simply be incorporated into the creature's statistics) and don't need to appear in the creature's stat block.

Required Array: Combatant.

Adjustments: -2 to Reflex saving throws and +2 to Will saving throws.

Ability Score Modifiers: A soldier creature should arrange its ability score modifiers depending on its focus in combat.

Melee: Strength, Dexterity, and Constitution.

Ranged: Dexterity, Strength, and Constitution.

Gear: A soldier creature's gear selection depends on whether it's focused on melee or ranged combat.

Melee: Heavy armor (item level = CR), advanced melee weapon (item level = CR + 1), longarm (item level = CR), and two grenades (item level = CR).

Ranged: Heavy armor (item level = CR), advanced melee weapon (item level = CR), longarm (item level = CR + 1) or heavy weapon (item level = CR), and two grenades (item level = CR).

Abilities by CR

CR 1: 1st-level style technique and one special ability.

CR 2: 1st-level style technique, one gear boost, and one special ability.

CR 5: 1st- and 5th-level style techniques, one gear boost, and one special ability.

CR 7: 1st- and 5th-level style techniques, two gear boosts, and one special ability.

CR 9: 1st-, 5th-, and 9th-level style techniques; secondary fighting style; 1st-level secondary style technique; two gear boosts; and one special ability.

CR 11: 1st-, 5th-, and 9th-level style techniques; secondary fighting style; 1st-level secondary style technique; soldier's onslaught; two gear boosts; and one special ability.

CR 13: 1st-, 5th-, 9th-, and 13th-level style techniques; secondary fighting style; 1st- and 5th-level secondary style techniques; soldier's onslaught; and three special abilities.

CR 17: 1st-, 5th-, 9th-, 13th-, and 17th-level style techniques; second style; 1st-, 5th-, and 9th-level secondary style techniques; soldier's onslaught; two gear boosts; and one special ability.

CR 20: 1st-, 5th-, 9th-, 13th-, and 17th-level style techniques; second style; 1st-, 5th-, and 9th-level secondary style techniques; soldier's onslaught; kill shot; two gear boosts; and one special ability.

Technomancer

These spellcasters meld magic and technology.

Special Rules: In general, spells must come from the technomancer spell list. When choosing a spell for cache capacitor, you don't have to choose one of the spells from the list of the spells the technomancer knows.

Required Array: Spellcaster.

Adjustments: None.

Skills: Master Computers and good Mysticism.

Ability Score Modifiers: Intelligence, Dexterity, and Wisdom.

Gear: Light armor (item level = CR), small arm (item level = CR), and basic melee weapon (item level = CR - 1).

Abilities by CR

CR 1: Spell cache and one special ability.

CR 2: Spell cache, one 2nd-level magic hack, and one special ability.

CR 5: Spell cache, one 5th-level magic hack, and one 2nd-level magic hack.

CR 6: Spell cache, cache capacitor 1, one 5th-level magic hack, and one 2nd-level magic hack.

CR 8: Spell cache, cache capacitor 1, one 8th-level magic hack, and one 5th-level magic hack.

CR 11: Spell cache, cache capacitor 1, one 11th-level magic hack, and one 8th-level magic hack.

CR 12: Spell cache, cache capacitor 2, one 11th-level magic hack, and one 8th-level magic hack.

CR 14: Spell cache, cache capacitor 2, one 14th-level magic hack, and one 11th-level magic hack.

CR 17: Spell cache, cache capacitor 2, and two 14th-level magic hacks.

CR 18: Spell cache, cache capacitor 3, and two 14th-level magic hacks.

STEP 5: TEMPLATE GRAFT

In this optional step, you can apply a template graft to an NPC to transform it in some way. Template grafts appear in certain alien entries (such as the nihili template graft on page 83); simple template grafts appear in Appendix 3, starting on page 150. A template graft with a CR requirement lists it in parentheses after its name.

STEP 6: SPECIAL ABILITIES

Most of the powers that set an NPC apart come in the form of special abilities. These include special actions the NPC can take, resistances against forms of attack, special modes of movement, and adjustments to their statistics.

Though you can pick any special ability for any NPC independent of its array, there are a few considerations to keep in mind. For example, special abilities that will see more use in a fight (such as certain feats and the multiattack ability) are most appropriate for a combatant creature; however, if you give a combatant too many abilities that each take an action, it might not be able to use all of those abilities during an encounter. Special abilities that increase skill bonuses or

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SENSES

A creature's special senses allow it to detect things a normal human couldn't. Usually, these are free abilities, but there are some exceptions. The lists below include all the abilities for senses, divided into ones that are free and ones that aren't.

FREE

Blindsight (scent or vibration)
Darkvision
Low-light vision

STANDARD

Blindsight (life, thought, or other exotic sense)
Blindsight (any sense)
See in darkness
Sense through (any sense)

interact with skill use are most appropriate for an expert creature. Special abilities that improve a creature's spellcasting ability are most appropriate for a spellcaster creature.

Universal Creature Rules as Special Abilities

Universal creature rules can be used as a special abilities; these rules can be found in Appendix 4, starting on page 152. Some of these require you to determine the parameters of the ability. For instance, if you give a creature a breath weapon, you need to pick its size, damage type, and frequency. Such abilities often have a Guidelines entry to assist you.

Special abilities that only adjust a NPC's basic statistics aren't listed in the creature's stat block; their effects are simply calculated into the statistics.

Feats as Special Abilities

Most NPCs don't have feats. However, you can assign them feats, such as those from the *Starfinder Core Rulebook*, as special abilities. Generally, if a feat just adjusts a creature's statistics or applies all the time (such as Improved Initiative), it's best to just include it in the NPC's statistics and count it toward the NPC's maximum number of special abilities if it makes a big difference (otherwise it is free). The best feats to pick for an NPC are those that give different attacks or actions most NPCs can't do without the feat.

Free Special Abilities

Special abilities that aren't major enough to count toward the NPC's maximum number of special abilities are designated as free special abilities. Examples include nonstandard modes of movement (such as a burrow, climb, fly, or swim speed), certain senses (see the sidebar above), and limited telepathy (*Starfinder Core Rulebook* 265). In general, if an NPC needs an

ability such as amphibious or water breathing to survive in its natural environment, that ability should be free.

Weaknesses: Special abilities that are actually detriments (such as a dependency or vulnerability) count as free special abilities. In fact, you might want to give a creature a weakness if you have given it many helpful special abilities. Abilities that grant a benefit but impose a drawback (such as mindless) are likewise free special abilities.

Adjustment Special Abilities

This category of abilities adjusts an NPC's basic statistics without requiring you to reference other rules. These abilities can turn an NPC into a big bruiser or give it special defenses that affect only the statistics of the array. In general, don't choose a single adjustment special ability more than once.

Brute: Use the low attack value for the NPC's main attack, but determine the attack's damage as if the NPC's CR were 2 higher (adding the extra damage from weapon specialization). This special ability has a greater impact at higher CRs.

Extra Hit Points: Increase the NPC's HP by 20%.

Save Boost: Increase all saving throw bonuses by 1 or one saving throw bonus by 3.

Secondary Magic: The NPC gains spell-like abilities (chosen in Step 8) according to its CR, though it gains only the once-per-day spells or one spell per unit of frequency (at will, 1/day, etc.).

Skillful: Increase all master and good skill bonuses by 1.

Creating New Abilities

The special abilities in this book cover common attributes and those granted by creature types and subtypes, but NPCs come in nigh-infinite variety, so at some point you'll make an NPC that requires new abilities. When crafting an ability from scratch, look for an existing special ability or spell that is similar to it and see what types of creatures typically have that ability or what level the spell is. Use the CRs of those creatures or the spell's level to determine whether your ability is appropriate for the CR you've chosen for your NPC.

STEP 7: SKILLS

The NPC arrays use two categories for skills: master and good. The number for each categories is the NPC's total bonus for skills in that category; don't add ability score modifiers. For any skill that isn't a master or good skill, use the appropriate ability score modifier. If the NPC's ability score modifier associated with a master or good skill exceeds the bonus the array assigns, use the ability score modifier instead.

As mentioned on page 128, NPCs have good Perception by default. You can still pick it as a master skill for an incredibly perceptive creature or use just the creature's Wisdom ability score modifier if the creature is inept at detecting things.

Assigning Skills

In most cases, your NPC's master skills should be ones associated with its highest ability score modifiers. An NPC



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TABLE 7: SPELLS FOR NPCs

CR	SPELL-LIKE ABILITIES	SPELLCASTER
1/3-3	1/day—two 1st-level spells	1st (3/day)—two 1st-level spells
	At will—two 0-level spells	0 (at will)—two 0-level spells
4-6	1/day—two 2nd-level spells	2nd (3/day)—two 2nd-level spells
	3/day—three 1st-level spells	1st (6/day)—three 1st-level spells
	At will—two 0-level spells	0 (at will)—two 0-level spells
7-9	1/day—two 3rd-level spells	3rd (3/day)—two 3rd-level spells
	3/day—four 2nd-level spells	2nd (6/day)—four 2nd-level spells
	At will—two 1st-level spells	1st (at will)—two 1st-level spells
10-12	1/day—two 4th-level spells	4th (3/day)—two 4th-level spells
	3/day—four 3rd-level spells	3rd (6/day)—four 3rd-level spells
	At will—two 2nd-level spells	2nd (at will)—two 2nd-level spells
13-15	1/day—two 5th-level spells	5th (3/day)—two 5th-level spells
	3/day—four 4th-level spells	4th (6/day)—four 4th-level spells
	At will—two 3rd-level spells	3rd (at will)—two 3rd-level spells
16-18	1/day—two 6th-level spells	6th (3/day)—two 6th-level spells
	3/day—four 5th-level spells	5th (6/day)—four 5th-level spells
	At will—two 4th-level spells	4th (at will)—two 4th-level spells
19+	1/day—four 6th-level spells	6th (3/day)—four 6th-level spells
	3/day—three 5th-level spells	5th (6/day)—three 5th-level spells
	At will—two 4th-level spells	4th (at will)—two 4th-level spells

with its highest bonus in Dexterity might have Acrobatics or Stealth among its master skills, for example.

The number of skills you give your NPC is fairly flexible. While you should generally stay within 1 or 2 of the suggested number of master and good skills for the creature's CR, you might give a scholarly spellcaster more master skills, and mindless creatures often have no master or good skills at all.

STEP 8: SPELLS

This step is required only for NPCs with the spellcaster array or those you have given the secondary magic special ability (see page 142). By design, a spellcaster NPC can't cast as many spells as a player character, as NPCs usually appear in the game for only a brief time. Pick notable spells that make a big difference when they're cast so the NPC makes an impact when it appears. The DCs of these spells are determined by the array you chose for the creature.

Number of Spells

NPCs cast spells differently based on whether they have innate spell-like abilities or cast spells like a spellcasting class. Use the explanations below and examine the choices you made in the previous steps to determine which style suits your intended creature. (While NPCs can have both, such as when an NPC whose race grants natural spell-like abilities also receives a class graft, it's generally easier not to mix them if you don't have to.) Once you've decided, look up the CR range your NPC falls into and then check the appropriate column of Table 7 to determine its number of spells per day.

Remember that these are only guidelines. If you need to add or remove a spell to perfect a creature's flavor, that's your call, but at the same time, be sure you're not unbalancing the NPC.

Spell-Like Abilities: Most NPCs in Starfinder cast spells as spell-like abilities—magic that they can use without having a spellcasting class graft. The spell-like abilities column of Table 7 tells you how many spells the NPC can cast, the spells' levels, and how often the NPC can cast each of them. For instance, "3/day—four 2nd-level spells" means that you choose four 2nd-level spells that the NPC knows, and it can cast each of them three times per day. The NPC can't cast any of these individual spells more than three times per day, even if it hasn't cast all of its other spells—the listed limit is per spell.

Spellcaster: Some NPCs cast spells like a spellcasting player character; usually, these NPCs have a class graft (such as a mystic or technomancer), but it isn't required. For these NPCs, the number of spells they can cast is tied to spell level rather than uses of individual spells. For example, "3rd (3/day)—two 3rd-level spells" means that you should select two 3rd-level spells the NPC knows, and it can cast any combination of them three times per day. Such an NPC has fewer overall spells per day than NPCs with spell-like abilities, but it has greater versatility in combat (which actually makes it more powerful, given the short lives of NPCs in combat).

STEP 9: FINAL CHECK

At this point, look back over your NPC and make sure it lives up to your concept for it. If it's a minor monster that won't appear very often and isn't important to the story, don't worry too much about the specifics. However, if it's a significant NPC, you might want to compare its statistics to similar creatures in this book and see if that suggests any problems—it might be too weak or too strong.

Once you are satisfied with your NPC's statistics, give it a name if you haven't already, and it is ready to encounter your player characters, whether on the field of battle or in a tense negotiation scene!

Appendix 2:

SUMMONING CREATURES

One of the most powerful forms of conjuration magic is summoning, the ability to bring a creature to your location and have it assist you in combat or other tasks (see the summoning descriptor on page 270 of the *Starfinder Core Rulebook*). Conjuration magic is studied in numerous academies in the Pact Worlds and beyond, most notably at the Arcanamirium in Absalom Station, in numerous mystical monasteries on Castrovil, and in the Magic Militant Corps in the Veskarium. The best known of all summoning spells is the *summon creature* spell. Though the spell carries a heavy risk in the form of a long casting time, most casters who use the spell quickly learn to seek cover (or take similar defensive measures) before spending 6 seconds calling upon beings from another plane.

SUMMON CREATURE   1-6**School** conjuration (summoning)**Casting Time** 1 round**Range** medium (100 ft. + 10 ft./level)**Effect** one or more summoned creatures**Duration** 1 round/level (D)**Saving Throw** none; **Spell Resistance** no

This spell summons an extraplanar creature (typically an elemental, magical beast native to another plane, or outsider, but also occasionally even extraplanar constructs). The summoned creature appears where you designate and acts immediately on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it to not attack, to attack particular enemies, or to perform other actions.

When you gain this spell as a spell known, select four creatures from the appropriate list in Table 8: Summon Creature for each level at which you can cast this spell. For example, for the 1st-level *summon creature* spell, you could choose Tiny air, earth, fire, and water elementals. Note that a particular alignment or class is sometimes required to choose certain creatures, as listed in Table 8. In place of a single selection, you can choose a creature from a lower-level summoning list; doing so allows you the option of summoning multiple such creatures at a time. Each time you gain a character level, you can change these selections.

You can gain *summon creature* a second time at the highest spell level you know, selecting four additional appropriate creatures at each level you can cast this spell.

You choose which of the selected creatures you summon each time you cast the spell.

1st: When you cast *summon creature* as a 1st-level spell, you summon one creature from your selection of creatures from the 1st-level summoning list.

2nd: When you cast *summon creature* as a 2nd-level spell, you summon one creature from your selection of creatures

from the 2nd-level summoning list. If the chosen creature is from a lower-level summoning list, you summon three such creatures instead.

3rd: When you cast *summon creature* as a 3rd-level spell, you summon one creature from your selection of creatures from the 3rd-level summoning list. If the chosen creature is from a lower-level summoning list, you summon three such creatures instead.

4th: When you cast *summon creature* as a 4th-level spell, you summon one creature from your selection of creatures from the 4th-level summoning list. If the chosen creature is from a lower-level summoning list, you summon three such creatures instead.

5th: When you cast *summon creature* as a 5th-level spell, you summon one creature from your selection of creatures from the 5th-level summoning list. If the chosen creature is from a lower-level summoning list, you summon three such creatures instead.

6th: When you cast *summon creature* as a 6th-level spell, you summon one creature from your selection of creatures from the 6th-level summoning list. If the chosen creature is from a lower-level summoning list, you summon three such creatures instead.

A summoned creature can't use teleportation or planar travel abilities or magical divination abilities. Creatures can't be summoned into an environment that can't support them (such as summoning a breathing creature into a vacuum). Creatures summoned using this spell can't use spells or spell-like abilities that duplicate spells that require expending Resolve Points or expensive materials to cast (such as *raise dead*).

To generate statistics for a summoned creature, first check the Stat Block column of Table 8: Summon Creature. If a page number is listed, use the creature's stat block on that page, though it is altered slightly depending on your alignment. Otherwise, if the entry is Tiny, Small, Medium, Large, Huge, or elder, use the elemental stat block of the same name (found on page 46) and apply the appropriate graft, listed in the Applied Graft column (summoning grafts are on pages 147-149, and elemental grafts are on page 47). Non-elemental creatures lose elemental immunities and do not gain an elemental graft. For example, to get the statistics of an angel from the 1st-level list, you use the tiny elemental stat block and apply the angel summoning graft.

TABLE 8: SUMMON CREATURE

1ST LEVEL	STAT BLOCK	APPLIED GRAFT	SUMMONER REQUIREMENTS
Aeon	Tiny	Summoning	Neutral-aligned
Agathon	Tiny	Summoning	Nonevil



Angel Archon	Tiny	Summoning	Nonevil
Azata	Tiny	Summoning	Nonevil and nonlawful
Daemon	Tiny	Summoning	Nongood
Demon	Tiny	Summoning	Nongood and nonlawful
Devil	Tiny	Summoning	Nonevil and nongood
Elemental, air	Tiny	Elemental	None
Elemental, earth	Tiny	Elemental	None
Elemental, fire	Tiny	Elemental	None
Elemental, water	Tiny	Elemental	None
First World beast	Tiny	Summoning	Mystic
Inevitable	Tiny	Summoning	Nonchaotic
Protean	Tiny	Summoning	Nonlawful
Robot	Tiny	Summoning	Technomancer
Shadow creature	Tiny	Summoning	None
Skittermander whelp	Page 106	Simple template*	None

2ND LEVEL	STAT BLOCK	APPLIED GRAFT	SUMMONER REQUIREMENTS
Aeon	Small	Summoning	Neutral-aligned
Agathion	Small	Summoning	Nonevil
Angel	Small	Summoning	Nonevil
Archon	Small	Summoning	Nonchaotic and nonevil
Azata	Small	Summoning	Nonevil and nonlawful
Daemon	Small	Summoning	Nongood
Demon	Small	Summoning	Nongood and nonlawful
Devil	Small	Summoning	Nonchaotic and nongood
Elemental, air	Small	Elemental	None
Elemental, earth	Small	Elemental	None
Elemental, fire	Small	Elemental	None
Elemental, water	Small	Elemental	None
First World beast	Small	Summoning	Mystic
Inevitable	Small	Summoning	Nonchaotic
Protean	Small	Summoning	Nonlawful
Robot	Small	Summoning	Technomancer
Security robot, observer-class	Page 94	Simple template*	Technomancer
Shadow creature	Small	Summoning	None

SUMMON CREATURE DEFAULTS

If the *summon creature* spell is cast from some magic item or somehow cast without a caster who knows the spell (such as when casting it from a spell gem), the spell can summon only one of the four elementals appropriate for the spell level encoded into the item (unless it specifies a different creature). Similarly, an NPC with the *summon creature* spell is assumed to have chosen the four elementals for each level at which that NPC can cast the spell, unless the NPC's stat block notes otherwise.

3RD LEVEL	STAT BLOCK	APPLIED GRAFT	SUMMONER REQUIREMENTS
Aeon	Medium	Summoning	Neutral-aligned
Agathion	Medium	Summoning	Nonevil
Angel	Medium	Summoning	Nonevil
Archon	Medium	Summoning	Nonchaotic and nonevil
Azata	Medium	Summoning	Nonevil and nonlawful
Crest-eater	Page 30	Simple template*	None
Daemon	Medium	Summoning	Nongood
Demon	Medium	Summoning	Nongood and nonlawful
Devil	Medium	Summoning	Nonchaotic and nongood
Elemental, air	Medium	Elemental	None
Elemental, earth	Medium	Elemental	None
Elemental, fire	Medium	Elemental	None
Elemental, water	Medium	Elemental	None
First World beast	Medium	Summoning	Mystic
Haan	Page 58	Simple template*	None
Inevitable	Medium	Summoning	Nonchaotic
Ksarik	Page 70	Simple template*	None
Protean	Medium	Summoning	Nonlawful
Robot	Medium	Summoning	Technomancer
Shadow creature	Medium	Summoning	None

4TH LEVEL	STAT BLOCK	APPLIED GRAFT	SUMMONER REQUIREMENTS
Aeon	Large	Summoning	Neutral-aligned
Agathion	Large	Summoning	Nonevil
Angel	Large	Summoning	Nonevil

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Archon	Large	Summoning	Nonchaotic and nonevil
Azata	Large	Summoning	Nonevil and nonlawful
Daemon	Large	Summoning	Nongood
Demon	Large	Summoning	Nongood and nonlawful
Devil	Large	Summoning	Nonchaotic and nongood
Elemental, air	Large	Elemental	None
Elemental, earth	Large	Elemental	None
Elemental, fire	Large	Elemental	None
Elemental, water	Large	Elemental	None
First World beast	Large	Summoning	Mystic
Inevitable	Large	Summoning	Nonchaotic
Mountain eel	Page 78	Simple template*	None
Orocoran	Page 90	Simple template*	None
Protean	Large	Summoning	Nonlawful
Robot	Large	Summoning	Technomancer
Shadow creature	Large	Summoning	None

6TH LEVEL	STAT BLOCK	APPLIED GRAFT	SUMMONER REQUIREMENTS
Aeon	Elder	Summoning	Neutral-aligned
Agathion	Elder	Summoning	Nonevil
Angel	Elder	Summoning	Nonevil
Archon	Elder	Summoning	Nonchaotic and nonevil
Azata	Elder	Summoning	Nonevil and nonlawful
Daemon	Elder	Summoning	Nongood
Demon	Elder	Summoning	Nongood and nonlawful
Devil	Elder	Summoning	Nonchaotic and nongood
Elemental, air	Elder	Elemental	None
Elemental, earth	Elder	Elemental	None
Elemental, fire	Elder	Elemental	None
Elemental, water	Elder	Elemental	None
First World beast	Elder	Summoning	Mystic
Inevitable	Elder	Summoning	Nonchaotic
Protean	Elder	Summoning	Nonlawful
Robot	Elder	Summoning	Technomancer
Shadow creature	Elder	Summoning	None

* When this creature is summoned, it gains the celestial simple template graft if you are good, the fiendish simple template graft if you are evil, or the astral simple template graft if you are neither (see pages 150–151 for these grafts).

5TH LEVEL	STAT BLOCK	APPLIED GRAFT	SUMMONER REQUIREMENTS
Aeon	Huge	Summoning	Neutral-aligned
Agathion	Huge	Summoning	Nonevil
Angel	Huge	Summoning	Nonevil
Archon	Huge	Summoning	Nonchaotic and nonevil
Azata	Huge	Summoning	Nonevil and nonlawful
Daemon	Huge	Summoning	Nongood
Demon	Huge	Summoning	Nongood and nonlawful
Devil	Huge	Summoning	Nonchaotic and nongood
Elemental, air	Huge	Elemental	None
Elemental, earth	Huge	Elemental	None
Elemental, fire	Huge	Elemental	None
Elemental, water	Huge	Elemental	None
First World beast	Huge	Summoning	Mystic
Inevitable	Huge	Summoning	Nonchaotic
Protean	Huge	Summoning	Nonlawful
Robot	Huge	Summoning	Technomancer
Shadow creature	Huge	Summoning	None
Surnoch	Page 108	Simple template*	None

SUMMONING GRAFTS

Summoning grafts are applied to the base elemental stat blocks listed on pages 46–47 to create statistics for summoned creatures. Creatures with summoning grafts lose elemental immunities and do not gain an elemental graft. The various summoning grafts represent a small subset of the creatures of the listed type that exist. For example, there are many different kinds of angels in existence, but those summoned by the *summon creature* spell have the same basically humanoid shape. With your GM's permission, you might be able to summon creatures whose appearances differ from those listed below, using the same stat blocks and summoning grafts.

Type and Subtype: The creature's type and subtype change to match the summoning graft. Do not apply creature type or subtype grafts to the summoned creatures; all the required changes are listed with the summoning graft.

Alignment: The creature's alignment changes to match the summoning graft, if noted.

Traits: The traits listed follow the universal creature rules (beginning on page 152) as normal unless they state otherwise.

Skills: The skills noted in a summoning graft are in addition to the skills listed with the base elemental stat block, and



they have the same total skill bonus as the base stat block's existing skills.

Languages: The summoning graft lists all the languages spoken by summoned creatures of that description.

Attack: The summoning grafts might also change the elemental stat block's listed slam attack. If only a type of attack and damage are listed, the attack bonus and damage dealt do not change. For example, a CR 1/3 angel summoned from the 1st-level summoning list has a natural sword of light, which deals slashing damage but is still a melee attack with a +5 attack bonus that deals $1d6+3$ damage. Some grafts add a new form of attack, which is detailed according to the CR of the summoned creature.

Graft Descriptions

The following graft descriptions are all for summoning grafts related to the *summon creature* spell. Although it is relatively easy to make these changes on the fly when you have access to the appropriate base elemental stat block, we do recommend that you prepare full stat blocks for the creatures you can summon for the purposes of speeding up play. If a summoning graft description does not have an entry listed, there is no change in that entry from the base elemental stat block (other than losing the elemental immunities entry).

Aeon

Aeons are inscrutable neutral outsiders often working to maintain and protect reality. They appear as clouds of glowing energy, with a few limbs and tools jutting from the haze. They communicate only in images.

Type: Outsider (aeon, extraplanar).

Traits: Supernatural fly speed of 30 ft. (perfect); immunity to cold, critical hits, and poison; resistance to electricity and fire equal to creature's CR.

Skills: Add Culture, Engineering, Life Science, Mysticism, and Physical Science.

Languages: Telepathy 100 ft..

Agathion

Summoned agathions are called from Nirvana, and they take the appearance of anthropomorphic animals of all types, such as bears or lions.

Type: Outsider (agathion, extraplanar, good).

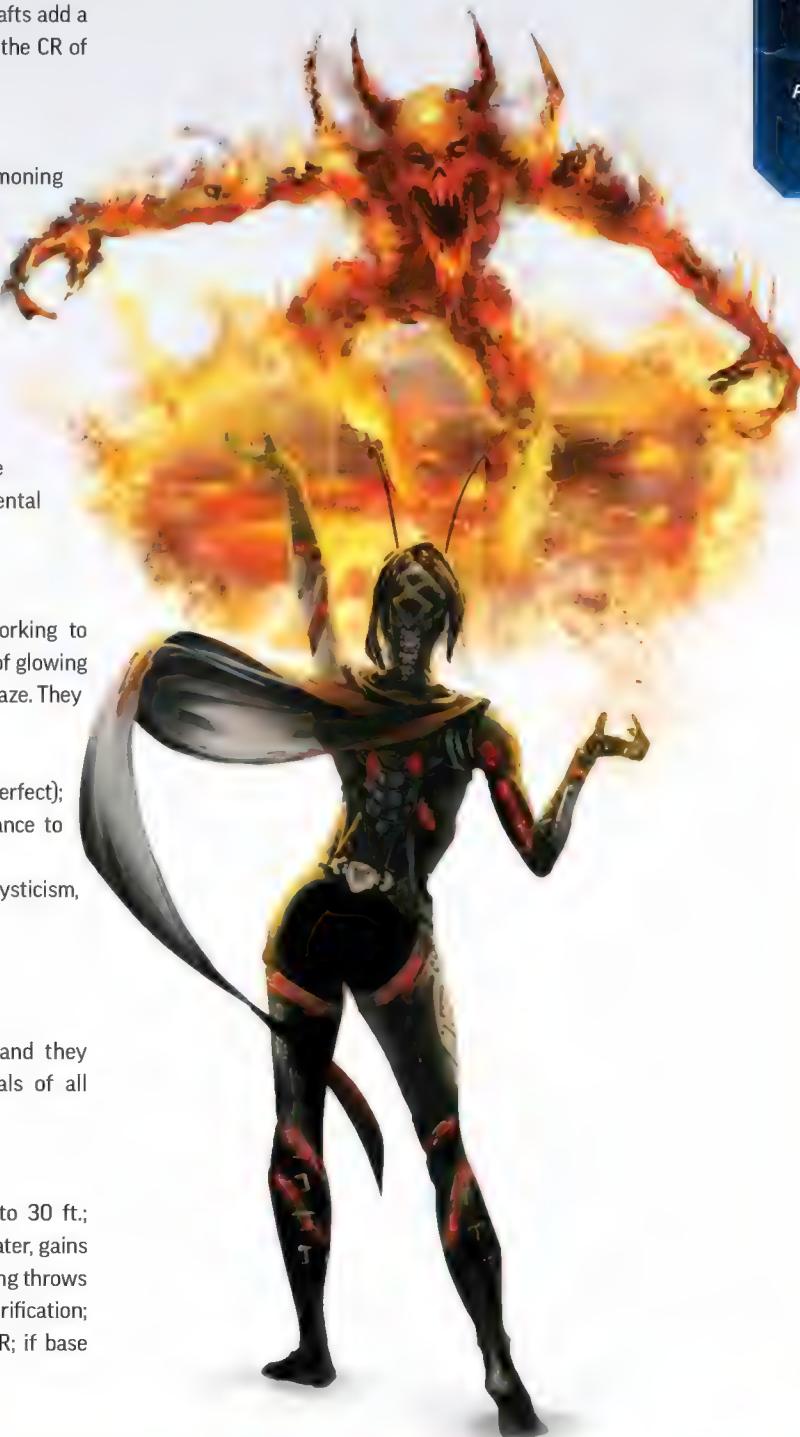
Alignment: Change to NG.

Traits: Low-light vision; base speed increases to 30 ft.; climb speed and swim speed of 30 ft.; if CR 7 or greater, gains supernatural fly speed of 30 ft. (average); +4 to saving throws against poison; immunity to electricity and petrification; resistance to cold and sonic equal to creature's CR; if base stat block has DR, change to DR/evil.

Skills: Add Survival.

Languages: Common and speak with animals (as per the xenodruid connection power on page 89 of the *Starfinder Core Rulebook*).

Attack: Change melee attack to claw (slashing damage). If CR 7, change melee attack to bite +18 (1d8+13 P) and add **Multiattack** bite +12 (1d8+13 P), 2 claws +12 (1d6+13 S). If CR 11, change melee attack to bite +24 (2d8+19 P) and add **Multiattack** bite +18 (2d8+19 P), 2 claws +18 (2d6+19 S).



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Angel

Summoned angels are called forth from any good-aligned Outer Plane. They appear as winged forms made of living light that are vaguely humanoid in shape, though they usually lack distinguishing features.

Type: Outsider (angel, extraplanar, good).

Alignment: Change to NG.

Traits: Low-light vision; base speed increases to 30 ft.; supernatural fly speed of 30 ft. (perfect) or if CR 7 or greater, supernatural fly speed of 60 ft. (perfect); +4 to saving throws against poison; immunity to petrification; resistance equal to creature's CR to acid, cold, electricity, and fire; if base stat block has DR, change to DR/evil.

Skills: Add Diplomacy and Mysticism.

Languages: Common and Celestial.

Attack: Change melee attack to sword of light (slashing damage), which acts as a natural weapon.

Archon

Summoned archons are called from Heaven, and are eager to aid in the defense of order and the defeat of evil. They take the appearance of floating runes or simple items or tools, glowing from within.

Type: Outsider (archon, extraplanar, good, lawful).

Alignment: Change to LG.

Traits: Low-light vision; supernatural fly speed of 30 ft. (perfect), or if CR 7 or greater, supernatural fly speed of 60 ft. (perfect); +4 to saving throws against poison; immunity to electricity and petrification; if base stat block has DR, change to DR/evil.

Skills: Add Diplomacy and Intimidate.

Languages: Common and Celestial.

Attack: The summoned creature gains a light ray ranged attack, which has a range increment of 60 ft..

CR 1/3: Add **Ranged** light ray +2 (1d4 F).

CR 1: Add **Ranged** light ray +6 (1d4+1 F).

CR 3: Add **Ranged** light ray +9 (1d4+3 F).

CR 5: Add **Ranged** light ray +12 (1d6+5 F).

CR 7: Add **Ranged** light ray +15 (2d6+7 F).

CR 11: Add **Ranged** light ray +21 (3d8+11 F).

Azata

Summoned azatas are called from Elysium, and they appear to be humanoids with a mixture of elven and animalistic features. Azatas wield golden celestial bows that almost never leave their hands.

Type: Outsider (azata, chaotic, extraplanar, good).

Alignment: Change to CG.

Traits: Low-light vision; base speed increases to 30 ft.; immunity to electricity and petrification; resistance equal to creature's CR to cold and fire; if base stat block has DR, change to DR/evil.

Skills: Add Culture.

Languages: Common and Celestial.

Attack: The summoned creature gains a celestial bow ranged attack, which has a range increment of 120 ft. and acts as a natural weapon.

CR 1/3: Change melee attack bonus to +2 and add **Ranged** celestial bow +5 (1d4 P).

CR 1: Change melee attack bonus to +6 and add **Ranged** celestial bow +9 (1d6+1 P).

CR 3: Change melee attack bonus to +9 and add **Ranged** celestial bow +12 (1d6+3 P).

CR 5: Change melee attack bonus to +12 and add **Ranged** celestial bow +15 (1d8+5 P).

CR 7: Change melee attack bonus to +15 and add **Ranged** celestial bow +18 (2d8+7 P).

CR 11: Change melee attack bonus to +21 and add **Ranged** celestial bow +24 (3d10+11 P).

Daemon

Summoned daemons come from Abaddon to spread disaster and ruin with the desire to extinguish all mortal life and feast on the resulting soul energy. Their monstrous forms are covered in vicious-looking spikes, and they have long, lean limbs that bend at odd angles.

Type: Outsider (daemon, evil, extraplanar).

Alignment: Change to NE.

Traits: Base speed increases to 30 ft.; immunity to acid, death effects, disease, and poison; resistance equal to creature's CR to cold, electricity, and fire; if base stat block has DR, change to DR/good.

Skills: Add Intimidate and Mysticism.

Languages: Abyssal, Common, and Infernal.

Attack: The summoned creature gains a spike ranged attack, which has a range of 30 ft..

CR 1/3: Add **Ranged** spike +2 (1d4 P).

CR 1: Add **Ranged** spike +6 (1d6+1 P).

CR 3: Add **Ranged** spike +9 (1d6+3 P).

CR 5: Add **Ranged** spike +12 (1d8+5 P).

CR 7: Add **Ranged** spike +15 (2d8+7 P).

CR 11: Add **Ranged** spike +21 (3d10+11 P).

Demon

Summoned demons are called forth from the chaotic plane of the Abyss. They are only vaguely humanoid in appearance, with hunched forms, ragged wings, and great, gaping jaws. Demons revel in destruction.

Type: Outsider (chaotic, demon, evil, extraplanar).

Alignment: Change to CE.

Traits: Base speed increases to 30 ft.; supernatural fly speed of 30 ft. (average), or if CR 7 or greater, supernatural fly speed of 60 ft. (average); immunity to electricity and poison; resistance equal to creature's CR to acid, cold, and fire; if base stat block has DR, change to DR/good.

Skills: Add Bluff and Intimidate.

Languages: Abyssal and Common.

Attack: Change melee attack to bite (piercing damage).



Devil

Summoned devils are called from the orderly plane of Hell. They often look humanoid, though with crimson skin, long horns, and tails.

Type: Outsider (devil, evil, extraplanar, lawful).

Alignment: Change to LE.

Traits: See in darkness; base speed increases to 30 ft.; immunity to fire and poison; resistance equal to creature's CR to acid and cold; if base stat block has DR, change to DR/good.

Skills: Add Bluff and Mysticism.

Languages: Common and Infernal.

Attack: Change melee attack to claw (slashing damage).

First World Beast

Summoned creatures from the First World generally appear as unusual predatory beasts, which could be hybrids of two animals, such as a vulture-headed lion or massive, black-and-red striped tiger.

Type: Magical beast (extraplanar).

Traits: Low-light vision, blindsense (scent) 30 ft.; base speed increases to 30 ft.; climb speed of 30 ft.; if base stat block has DR, change to DR/cold iron.

Skills: Add Perception, Stealth, and Survival.

Languages: Common and Gnome.

Attack: Change melee attack to bite (piercing damage) with the grab special ability.

Inevitable

Summoned inevitables are construct-like creatures from the planar city of Axis. Often made of gears and other machinery, they take humanoid shapes and tote electricity-based firearms.

Type: Outsider (extraplanar, inevitable, lawful).

Alignment: Change to LN.

Traits: Constructed (as per the android racial trait, including the +2 bonus to saving throws against disease, mind-affecting effects, poison, and sleep unless those effects specifically target constructs); regeneration equal to 1/2 creature's CR (minimum 1) suppressed by chaotic attacks.

Skills: Add Engineering and Perception.

Languages: Common.

Attack: The summoned creature gains an arc gun ranged attack, which has a range increment of 50 ft. and acts as a natural weapon.

CR 1/3: Add **Ranged** arc gun +2 (1d4 E).

CR 1: Add **Ranged** arc gun +6 (1d4+1 E).

CR 3: Add **Ranged** arc gun +9 (1d4+3 E).

CR 5: Add **Ranged** arc gun +12 (1d6+5 E).

CR 7: Add **Ranged** arc gun +15 (2d6+7 E).

CR 11: Add **Ranged** arc gun +21 (3d8+11 E).

Protean

Summoned proteans are agents of pure chaos called from the Maelstrom. They have vaguely serpentine forms, which seem to be constantly changing and shifting.

Type: Outsider (chaotic, extraplanar, protean).

Alignment: Change to CN.

Traits: Blindsight (hearing) 30 ft.; supernatural fly speed of 60 ft. (perfect); immunity to acid, entangling, grappling, paralysis, and pinning; if base stat block has DR, change to DR/lawful.

Skills: Add Bluff.

Languages: Common.

Attack: Change melee attack to bite (piercing damage) with the grab special ability.

Robot

Summoned robots are drawn and temporarily assembled from bits of lifeless technology lost in the Astral Plane, Ethereal Plane, and Shadow Plane. They are generally simple geometric shapes of metal or ceramic, with two arms and two legs or treads.

Type: Construct (extraplanar, technological).

Traits: Low-light vision; base speed increases to 30 ft.; construct immunities; unliving; vulnerable to electricity.

Skills: Add Computers.

Languages: Common.

Attack: The summoned creature gains a sonic gun ranged attack, which has a range increment of 40 ft. and acts as a natural weapon.

CR 1/3: Change melee attack bonus to +2 and add **Ranged** sonic gun +5 (1d4 So).

CR 1: Change melee attack bonus to +6 and add **Ranged** sonic gun +9 (1d4+1 So).

CR 3: Change melee attack bonus to +9 and add **Ranged** sonic gun +12 (1d4+3 So).

CR 5: Change melee attack bonus to +12 and add **Ranged** sonic gun +15 (1d6+5 So).

CR 7: Change melee attack bonus to +15 and add **Ranged** sonic gun +18 (2d6+7 So).

CR 11: Change melee attack bonus to +21 and add **Ranged** sonic gun +24 (3d8+11 So).

Shadow Creature

Summoned shadow creatures are strange magical beasts native to the Shadow Plane. They appear to be similar to typical predators, but their forms are made of nothing but solid black, with indistinct edges.

Type: Magical beast (extraplanar).

Traits: Base speed increases to 30 ft.; immunity to cold, electricity, poison; resistance equal to creature's CR to acid and fire; SR equal to 5 + CR; if base stat block has DR, change to DR/cold iron.

Skills: Add Perception and Stealth. Summoned shadow creatures can always attempt Stealth checks to hide, even if observed or lacking cover, as long as they are not in areas of bright light. After the shadow creature attacks, it can't attempt to hide again until its next turn.

Languages: Aklo and Common.

Attack: Change melee attack to touch (cold damage).

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SIMPLE TEMPLATE GRAFTS

Simple template grafts are designed to allow a GM to quickly and easily adjust a stat block in minor ways to represent new creatures. Most simple template grafts do little more than add a subtype, adjust one form of movement, and alter how a creature deals or takes damage. They can be used to create versions of creatures appropriate to specific environments or planes of existence. For example, the *summon creature* spell (see page 144) adds the astral, celestial, or fiendish simple template grafts to summoned creatures that are not already outsiders or extraplanar beings, which represents versions of those creatures native to other planes.

A GM can apply more than one simple template graft where appropriate, but in most cases she should not add more than two or three to a single creature. Even templates that seem opposed can be added to create specific kinds of monsters (a creature that lives in steam vents at the bottom of a boiling ocean might have both the aquatic and fiery simple template grafts, which could otherwise seem an unusual combination). Decide the order in which to apply the simple template grafts, and follow the instructions of each graft in order. A template graft with a CR requirement lists it in parentheses.

Simple template grafts can also be used to populate new worlds whose native flora and fauna haven't yet been extensively detailed, or to distinguish a specific creature as a unique leader, mutant, or advanced version of common creatures. A GM can also choose to design new simple template grafts similar to these to create even more variety among the denizens of the galaxy.

AERIAL (CR 1+)

Aerial creatures are native denizens of the Elemental Plane of Air, gas giant planets, or similar landless environments, and have unique adaptations to help them survive there.

Grafts: Add the air subtype graft (fly speed should equal creature's fastest movement speed).

Traits: Half of the damage dealt by its natural attacks becomes electricity damage; if the creature is from the Elemental Plane of Air, it gains the extraplanar subtype when it isn't on that plane.

AQUEOUS (CR 1+)

Aqueous creatures are native denizens of the Elemental Plane of Water or similar landless environments, able to survive both in and out of water.

Grafts: Add the water subtype graft (swim speed should equal creature's fastest movement speed).

Traits: Amphibious; natural attacks that deal bludgeoning or slashing damage deal piercing damage instead; natural attacks that deal electricity or fire damage deal cold damage instead; if the creature is from the Elemental Plane of Water, it gains the extraplanar subtype when it isn't on that plane.

ASTRAL

Astral creatures are natives of the Astral Plane, a vast silvery void between planes.

Traits: DR-/ with a value equal to creature's CR - 10 (minimum DR 1-/); when the creature isn't on the Astral Plane, it gains the extraplanar subtype.

CELESTIAL

Celestial creatures are natives of one of the good-aligned Outer Planes.

Alignment: Alignment changes to good.

Traits: DR/evil with a value equal to creature's CR - 10 (minimum DR 1/evil); if the creature already has DR of that value or greater, it instead gains resistance to electricity with a value equal to creature's CR - 5 (minimum electricity resistance 1); when the creature isn't on its home plane, it gains the extraplanar subtype.

CTHONIC (CR 1+)

Cthonic creatures are native denizens of the Elemental Plane of Earth or underground environments, and they have adapted to exist in dirt and rock.

Grafts: Add the earth subtype graft (burrow speed should equal creature's fastest movement speed).

Traits: Blindsight (vibration) if CR 7 or less, and blindsight (vibration) if CR 8 or greater (in either case, with a range equal to creature's burrow speed); natural melee attacks bypass DR/cold iron; if the creature is from the Elemental Plane of Earth, it gains the extraplanar subtype when it isn't on that plane.

CYBERNETIC (CR 1/2+)

A cybernetic creature has been augmented by technological implants (although the same simple template graft can be used to represent creatures augmented by biotech).

Armor: If the creature is CR 3-7, add one armor upgrade with an item level equal to or less than the creature's CR. If it is CR 8+, add two armor upgrades, each with an item level equal to or less than the creature's CR.

Weapon: Add a ranged weapon of a level no greater than the creature's CR + 1; this weapon can't be disarmed. A creature with the combatant array should get a longarm, and a creature with the expert or spellcaster array should get a small arm. Add the creature's CR to damage dealt with its weapon. The ammunition of such weapons is recovered once per day after the creature rests for 8 hours.

ENTROPIC

Entropic creatures are natives of one of the Outer Planes where chaos is paramount. A GM can allow creatures summoned with the *summon creature* spell that would normally have the



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astral, celestial, or fiendish simple template graft instead have the entropic simple template graft.

Alignment: Alignment changes to chaotic.

Traits: DR/lawful with a value equal to creature's CR - 10 (minimum DR 1/lawful); if the creature already has DR of that value or greater, it instead gains resistance to acid with a value equal to creature's CR - 5 (minimum acid resistance 1); when the creature is not on its home plane, it gains the extraplanar subtype.

FIENDISH

Fiendish creatures are natives of one of the evil-aligned Outer Planes.

Alignment: Alignment changes to evil.

Traits: DR/good with a value equal to creature's CR - 10 (minimum DR 1/good); if the creature already has DR of that value or greater, it instead gains resistance to fire with a value equal to creature's CR - 5 (minimum fire resistance 1); when the creature isn't on its home plane, it gains the extraplanar subtype.

FIERY (CR 1+)

Fiery creatures are native denizens of the Elemental Plane of Fire or habitats covered in fire, and they have unique adaptations to help them survive there.

Grafts: Add the fire subtype graft.

Traits: Half of damage dealt by its natural attacks becomes fire damage; if the creature is from the Elemental Plane of Fire, it gains the extraplanar subtype when it isn't on that plane.

GIANT (CR 1+)

Giant creatures are larger than typical members of their species, and might represent a subspecies that has grown to unusual size due to environmental conditions.

Traits: Increase the creature's size by one category, increasing its space and natural reach accordingly (see Table 8-1 on page 256 of the *Starfinder Core Rulebook*).

MINIATURE

Miniature creatures are smaller than typical members of their species, and might represent a subspecies that has shrunk down due to environmental conditions.

Traits: Decrease the creature's size by one category, decreasing its space and natural reach to match (see Table 8-1 on page 256 of the *Starfinder Core Rulebook*); if the creature was already Small and this decreases it to Tiny, the creature maintains a reach of 5 feet due to a change in its proportions.

PHRENIC

Phrenic creatures have minor innate mental powers, which they might have developed due to high levels of native psychic energy in their environments.

Traits: +2 to Will saves; limited telepathy (and are considered to share a language with any other creature with limited

telepathy for the purpose of telepathic communication); if CR 7 or greater, gains blindsense (emotion) with a range of 5 feet (if the creature already has a form of blindsense, change the blindsense to be emotion-based and add 5 feet to its range).

RESOLUTE

Resolute creatures are natives of one of the Outer Planes where law is paramount. A GM can allow creatures summoned with the *summon creature* spell that would normally have the astral, celestial, or fiendish simple template graft instead have the resolute simple template graft.

Alignment: Alignment changes to lawful.

Traits: DR/chaotic with a value equal to creature's CR - 10 (minimum DR 1/chaotic); if the creature already has DR of that value or greater, it instead gains resistance to cold with a value equal to creature's CR - 5 (minimum cold resistance 1); when the creature isn't on its home plane, it gains the extraplanar subtype.

SYNTHETIC

Synthetic creatures are constructed through the use of extremely advanced technology, similar to that which makes androids possible.

Traits: Constructed (see below), synthetic (see below).

Constructed (Ex): For effects targeting creatures by type, synthetic creatures count as both their actual creature type and constructs (whichever type allows an ability to affect them for abilities that affect only one type, and whichever type is worse for abilities that affect both creature types). They receive a +2 racial bonus to saving throws against disease, mind-affecting effects, poison, and sleep, unless those effects specifically target constructs. In addition, synthetic creatures do not breathe or suffer the normal environmental effects of being in a vacuum.

Synthetic (Ex): The creature is affected by any ability that specifies it functions against androids.

TWO-HEADED (CR 3+)

This creature is a rare two-headed mutant or a member of a two-headed subspecies of a more common race.

Traits: Perception as a master skill; unflankable; if the creature has a bite attack, it can make two bite attacks (and no other attacks) as a full action with a -3 penalty to each bite attack roll.

UMBRAL

Umbral creatures exist in the lightless places of the universe, which might be the Shadow Plane, the interior of unlit caves, or the bottom of the darkest oceans.

Traits: Darkvision 60 feet (if creature already has darkvision, increase its range by 60 feet); if creature is CR 7 or higher, it gains blindsense (vibration) with a range of 5 feet (if the creature already has a form of blindsense, add 5 feet to that sense's range).

UNIVERSAL CREATURE RULES

The following are special abilities you can choose when creating a creature, many of which appear in the various aliens of this book. Most rules have a format entry that gives an example of how the rule is noted in a stat block. Many also have a guidelines entry to help GMs who are adding the ability to new creatures determine its damage or other values. If an ability allows a saving throw, the save DC is determined by the array and CR of the creature using it (see page 126).

AMORPHOUS (EX)

The creature's body is malleable and shapeless. It does not take double damage from critical hits, but it is affected by critical hit effects normally.

Format: **Defensive Abilities** amorphous.

AMPHIBIOUS (EX)

The creature has the aquatic subtype, but it can breathe air and survive on land.

Format: **Other Abilities** amphibious.

ATTACH (EX)

The creature can attempt a special attack against KAC as a standard action. If it succeeds, it deals no damage, but it adheres to its target. Once attached, the creature gains a +4 bonus to its AC (from cover) and a +2 circumstance bonus to melee attacks, but it can attack only the creature to which it is attached. An attached creature can't move (though it moves with its target), take actions that require two hands, or make attacks of opportunity. An attached creature can be removed with a successful Strength check (DC = 10 + 1-1/2 × the creature's CR) made as a move action, or it can remove itself from its target as a move action.

Format: **Melee** attach +6.

AURA (EX, SP, OR SU)

Unless an aura says otherwise, a target is affected by an aura automatically with no action required on the creature's part whenever the target is within the aura's listed range (either when the target enters the aura on its turn or when it begins its turn in the aura, whichever comes first). If the aura deals damage, it damages a target only the first time the target is in the aura each round, regardless of how many times within the round the target enters and leaves the aura. A creature can suppress its aura for 1 round as a move action unless noted otherwise.

Format: **Aura** radiation (30 ft., DC 17); if additional information is needed, the aura also has an entry in Special Abilities.

BLINDSENSE (EX)

The creature has a specific imprecise nonvisual sense that operates effectively without vision. This specific sense is

indicated in parentheses. For more information on blindsense, see page 262 of the *Starfinder Core Rulebook*.

Format: **Senses** blindsense (vibration) 60 ft.

Guidelines: Blindsight usually has a range of 60 feet.

BLINDSIGHT (EX)

Blindsight is a more precise version of blindsense. This ability operates out to a specified range. A creature with blindsight typically perceives using a specific type of sense, indicated in parentheses. See page 262 of the *Starfinder Core Rulebook* for more information.

Format: **Senses** blindsight (life) 60 ft.

Guidelines: Blindsight usually has a range of 60 feet.

BREATH WEAPON (SU)

Some creatures can exhale a cone or line of energy or another magical effect. A breath weapon attack usually deals damage, and it is often energy-based. A breath weapon usually allows a target to attempt a Reflex saving throw for half damage, though some breath weapons require a successful Fortitude or Will save instead. A creature is immune to its own breath weapon and the breath weapons of others of its kind unless otherwise noted. Each breath weapon also indicates how often it can be used.

Format: **Offensive Abilities** breath weapon (60-ft. cone, 8d6 F, DC 18, usable every 1d4 rounds); if the breath has more complicated effects, it also has an entry in Special Abilities.

Guidelines: 1d6 damage + 1d6 per CR, usable once every 1d4 rounds. A cone is usually 30 feet long, increasing by 10 feet for every size category above Medium or decreasing by 5 feet for every size category below Medium. A line is twice as long as a cone would be.

CHANGE SHAPE (SU)

The creature has the ability to assume the appearance of a specific creature or type of creature, but it retains most of its own physical qualities. If the form assumed has any of the following abilities, the creature gains them while in that form: blindsight (scent), darkvision, low-light vision, and swim 30 feet. The creature can retain its own breathing ability, or it can assume the ability to breathe in any environment the assumed shape can breathe in (including the no breath ability, which enables it to survive in the vacuum of space). If the ability does not specify what the creature can change shape into, it can assume the form of any creature of the humanoid type, but it can't mimic a specific humanoid. Change shape grants a +10 bonus to Disguise checks to appear as a creature of the type and subtype of the new form, and the DC of the creature's Disguise check is not modified as a result of altering major features or disguising itself as a different race or creature type.

A creature can assume a form that is one size category smaller or larger than its original form; it becomes that size.



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Unless otherwise stated, it can remain in an alternate form indefinitely. Some creatures can transform into unique forms with special modifiers and abilities. These creatures adjust their ability scores, as noted in their description.

Format: **Other Abilities** change shape (humanoid); creatures with a unique form also have an entry in Special Abilities.

COMPRESSION (EX)

The creature can move through an area as small as one-quarter of its space without squeezing or one-eighth its space when squeezing.

Format: **Other Abilities** compression.

CONSTRUCT IMMUNITIES (EX)

Constructs are immune to the following effects, unless the effect specifies that it works against constructs.

- ➊ Bleed, death effects, disease, mind-affecting effects, necromancy effects, paralysis, poison, sleep, and stunning.
- ➋ Ability damage, ability drain, energy drain, exhaustion, fatigue, negative levels, and nonlethal damage.
- ➌ Any effect that requires a Fortitude save (unless the effect works on objects or is harmless).

Format: **Immunities** construct immunities.

CREATE DARKNESS (SU)

As a standard action, the creature can create a 20-foot-radius area of darkness centered on itself, which negates the effects of all nonmagical light sources in that area. This darkness lasts for a number of minutes equal to the creature's CR, and the creature can dismiss the effect as a standard action. The darkness doesn't move with the creature. Unless otherwise noted, any magic source of light can increase the light level in the area as normal.

Format: **Offensive Abilities** create darkness.

CRUSH (EX)

When ending a flying or jumping movement, the creature can land on targets that are at least three size categories smaller than itself. Targets are automatically knocked prone, take the listed damage, and are pinned. Each crushed target can attempt to escape the pin normally on its turn, and the pin ends automatically if the crushing creature moves off the target's square. A crushed target does not take damage from the crush more than once, unless the crushing creature moves fully off that creature and then back onto it.

Format: **Offensive Abilities** crush (4d6+8 B).

Guidelines: Use the same damage amount as for the creature's standard melee attack.

DARKVISION (EX OR SU)

The creature can see out to the listed range with no light source at all. See page 263 of the *Starfinder Core Rulebook*.

Format: **Senses** darkvision 60 ft.

Guidelines: Darkvision has a range of 60 feet for most creatures or 120 feet in exceptional cases.

DEPENDENCY (EX)

The creature is dependent on a substance, a sense, or something else to either survive or function normally. If the creature is dependent on something to live (such as water), it can survive





without that thing for a number of minutes equal to $5 \times$ its Constitution modifier. Beyond this limit, the creature runs the risk of negative effects, such as suffocation or death. A creature that is dependent on something to function normally (such as a creature with blindsight and no visual sense) usually gains a negative condition when it loses that thing.

Format: **Weaknesses** blindsight dependency.

Detect Alignment (SP or SU)

The creature can detect the alignment of another creature. This functions as *detect magic*, but rather than determining which creatures and objects in the area are magical, the creature can determine one other creature's alignment.

Format: **Senses** detect alignment.

Distraction (EX)

The creature can nauseate targets that it damages. A living creature that takes damage from a creature with the distraction ability is nauseated for 1 round; the target can negate the effect with a successful Fortitude save at the listed DC.

Format: **Offensive Abilities** distraction (DC 15).

Earth Glide (EX)

When the creature burrows, it can pass through dirt, stone, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence.

Format: **Other Abilities** earth glide.

Elemental Immunities (EX)

Elementals are immune to the following effects, unless the effect specifies that it works against elemental creatures:

- Bleed, critical hits, paralysis, poison, sleep effects, and stunning.
- Flanking—elementals are unflankable.

Format: **Immunities** elemental immunities.

Energy Drain (SU)

A successful energy drain attack inflicts one or more negative levels (as described in the ability). If an attack that includes an energy drain scores a critical hit, it inflicts twice the listed number of negative levels. Unless otherwise specified in the draining creature's description, it gains 5 temporary Hit Points for each negative level it inflicts on an opponent. These temporary Hit Points last for a maximum of 1 hour. Negative levels from energy drain remain until 24 hours have passed or until they are removed with magic or technology. If a negative level isn't removed before 24 hours have passed, the affected target must attempt a Fortitude saving throw (the exact DC is given in the creature's stat block). On a success, the negative level goes away. On a failure, the negative level becomes permanent. A separate saving throw is required for each

negative level. See page 252 of the *Starfinder Core Rulebook* for more about negative levels.

Format: **Melee** slam +24 (6d12+22 B plus energy drain); **Offensive Abilities** energy drain (2 levels, DC 22).

Fast Healing (EX)

The creature regains the listed number of Hit Points at the start of its turn. Unless otherwise noted, the creature can never exceed its maximum Hit Points.

Fast healing does not restore Hit Points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow or reattach lost body parts, unless otherwise stated. Fast healing continues to function until a creature dies, at which point the effects of fast healing end immediately.

Format: **Defensive Abilities** fast healing 5.

Ferocity (EX)

When the creature is brought to 0 Hit Points, it can fight on for 1 more round. It can act normally until the end of its next turn; if it has 0 HP at that point, it dies. If it would lose further Hit Points before this, it ceases to be able to act and dies.

Format: **Defensive Abilities** ferocity.

Fly (EX or SU)

The source of the creature's fly speed (whether extraordinary, supernatural, or from another source such as an item) is noted before its maneuverability. Unless otherwise noted, a creature whose ability to fly is extraordinary can't fly in a vacuum.

Format: **Speed** fly 60 ft. (Ex, perfect).

Frightful Presence (EX or SU)

The creature's presence unsettles its foes. It can activate this ability as part of the action of making an attack or as a move action, but it can activate it only once per round. It usually has a range of 30 feet. Opponents within the range must succeed at a Will save or be shaken. The duration is 5d6 rounds unless the ability says otherwise. Once an opponent has been exposed to a creature's frightful presence (whether or not the opponent succeeds at its saving throw), it cannot be affected by the same creature's frightful presence for 24 hours. This is an emotion, fear, mind-affecting, and sense-dependent effect.

Format: **Aura** frightful presence (30 ft., DC 22).

GAZE (SU)

Opponents that look at a creature with a gaze ability are in danger of being charmed, being paralyzed, being turned to stone, or suffering another negative effect. Each opponent within the gaze's listed range must attempt a saving throw (usually Fortitude or Will) at the beginning of its turn. On a successful save, the effect is negated. An opponent can give itself an advantage against this ability in one of two ways.

Looking Obliquely: An opponent that avoids looking directly at the creature's face (either by following the creature's shadow or by tracking it in a reflective surface) or that looks at the



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creature through a camera or heads-up display gains a +4 circumstance bonus to the saving throw. However, the creature with the gaze ability gains concealment against that opponent.

Blocking Its Vision: By completely blocking or covering its own visual sensors, an opponent doesn't need to attempt a save against the gaze. However, the creature with the gaze ability gains total concealment against that opponent.

Gaze abilities can affect ethereal opponents but not opponents without visual sensors. A creature is immune to the gaze abilities of others of its kind unless otherwise noted. Allies of a creature with a gaze ability can still be affected, but they are always considered to be looking obliquely at the creature. The creature can also veil its eyes, thus negating its gaze ability.

Format: **Offensive Abilities** paralyzing gaze (60 ft., DC 14).

GRAB (EX)

If the creature hits with the indicated attack (usually a claw or bite attack), it deals the normal damage. If the creature's attack roll successfully hits the target's KAC + 4, the creature also automatically grapples the foe as a free action. (If it hits the target's KAC + 13, it instead pins the target.) The creature does not need to have a spare limb free to perform this grapple, as long as it can make the listed attack, and it can potentially grapple more than one target if it has more than one attack with the grab ability. The creature can maintain the grab either with another successful grab attack or by performing the grapple combat maneuver normally.

Format: **Melee** claw +8 (1d6+4 plus grab).

IMMUNITY (EX OR SU)

The creature takes no damage from the listed source. Creatures can be immune to certain types of damage, types of afflictions, conditions, spells (based on school, level, or save type), and other effects. A creature that is immune to critical hits doesn't take double damage or suffer critical hit effects. A creature that is immune to a listed source doesn't suffer from its effects or from any secondary effects that it would trigger.

Format: **Immunities** acid, paralysis.

Guidelines: A creature usually has one immunity, plus one for every 5 CR. Broad immunities like immunity to mind-affecting effects or all magic should be chosen with caution and might count as multiple abilities.

LIGHT BLINDNESS (EX)

The creature is blinded for 1 round when first exposed to bright light, such as sunlight, and it is dazzled for as long as it remains in an area of bright light.

Format: **Weaknesses** light blindness.

LIMITED TELEPATHY (EX OR SU)

The creature can mentally communicate with any creatures within the listed range with which it shares a language. See page 259 of the *Starfinder Core Rulebook* for more details.

Format: **Languages** limited telepathy 30 ft.

LOW-LIGHT VISION (EX)

The creature can see in dim light as if it were normal light. Low-light vision is color vision, unlike darkvision. A creature with low-light vision can read as long as even the tiniest source of light is next to it. Creatures with low-light vision can see outdoors on a moonlit night as well as they can during the day, since the moon casts dim light.

Format: **Senses** low-light vision.

MINDLESS (EX)

The creature has no Intelligence score or modifier and is immune to mind-affecting effects. Any DCs or other statistics that rely on an Intelligence score treat the creature as having a score of 10 (+0).

Format: **Other Abilities** mindless.

Guidelines: Mindless creatures usually have fewer good skills and no master skills. Their skills should be based on inborn abilities, since they're incapable of training.

MULTIATTACK (EX)

When making a full attack, the creature can make all the listed attacks, instead of two attacks, at the attack bonuses indicated. It can make the attacks in any order.

Format: **Multiattack** bite +10 (3d6+5), 2 claws +10 (2d8+5).

Guidelines: Use the appropriate damage column for the creature's array, and impose a -6 penalty on these attacks instead of a -4 penalty.

NATURAL WEAPONS (EX)

Natural weapons (and natural attacks), such as acid spit, bite, claw, or slam don't require ammunition and can't be disarmed or sundered.

NO BREATH (EX)

The creature doesn't breathe, and it is immune to effects that require breathing (such as inhaled poison). This does not give it immunity to cloud or gas attacks that don't require breathing.

Format: **Other Abilities** no breath.

OOZE IMMUNITIES (EX)

Oozes are immune to the following effects, unless the effect specifies that it works against oozes.

- ➊ Critical hits, paralysis, poison, polymorph, sleep, and stunning.
- ➋ Gaze abilities, illusions, visual effects, and other attacks that rely on sight.
- ➌ Flanking—oozes are unflankable.

Format: **Immunities** ooze immunities.

PLANT IMMUNITIES (EX)

Plants are immune to the following effects, unless the effect specifies it works against plants.

- ➊ Mind-affecting effects, paralysis, poison, polymorph, sleep, and stunning.

Format: **Immunities** plant immunities.



PLANTLIKE (EX)

For effects targeting creatures by type, plantlike creatures count as both their type and plants, whichever is most detrimental to them. They also receive a +2 racial bonus to saving throws against mind-affecting effects, paralysis, poison, polymorph, sleep, and stunning, unless the effect specifies that it works against plants.

Format: **Other Abilities** plantlike.

REGENERATION (EX)

The creature regains Hit Points at the start of its turn, as with fast healing, but it can't die as long as its regeneration is still functioning (although creatures with regeneration still fall unconscious when their Hit Points reach 0). Certain attacks, typically those that deal acid or fire damage, cause a creature's regeneration to stop functioning for 1 round. During this round, the creature doesn't regain Hit Points and can die normally. The creature's stat block describes the types of damage that suppress the regeneration.

Regeneration doesn't restore Hit Points lost from starvation, thirst, or suffocation. Creatures with regeneration can regrow lost portions of their bodies and can reattach severed body parts if they are recovered within 1 hour of severing. Severed parts that aren't reattached wither and decompose normally.

A creature usually must have a Constitution score or modifier to have this ability.

Format: **Defensive Abilities** regeneration 5 (acid).

RESISTANCE (EX)

The creature ignores some damage of a certain type (acid, cold, electricity, fire, or sonic) per attack, but it does not have total immunity. See page 264 of the *Starfinder Core Rulebook* for more details.

Format: **Resistances** acid 10.

SEE IN DARKNESS (SU)

The creature can see perfectly in darkness of any kind, including magical darkness.

Format: **Senses** see in darkness.

SENSE THROUGH (SU)

The creature can sense through obstacles that would normally block the ability to perceive what is beyond them. The specific sense this ability applies to is indicated in parentheses after the sense through entry in the creature's statistics. If the ability allows the creature to sense through only a specific material, that material is listed after the specific sense. For more information on sense through, see page 264 of the *Starfinder Core Rulebook*.

Format: **Senses** sense through (vision).

SIGHTLESS (EX)

The creature does not use any visual senses and is thus never subject to any effect that requires the creature to see a target or effect. Sightless creatures normally have some form of

blindsight to compensate for their sightlessness, but if not, they are assumed to be able to operate as well as a creature with normal vision unless the creature's description says otherwise.

Format: **Senses** sightless.

SPELL RESISTANCE (EX)

The creature can avoid the effects of some spells and spell-like abilities that would directly affect it. To determine whether a spell or spell-like ability works against a creature with spell resistance, the caster must attempt a caster level check (1d20 + caster level). If the result equals or exceeds the creature's spell resistance, the spell works normally, though the creature can still attempt any saving throws normally allowed. See page 265 of the *Starfinder Core Rulebook* for more information.

Format: **SR** 18.

STELLAR ALIGNMENT (SU)

The creature is aligned to the cycles of solar systems. Creatures with stellar alignment usually have stellar revelations and zenith revelations, either ones from the solarian class or ones unique to the creature. When using stellar revelations, the creature is always considered attuned. However, it's not always considered fully attuned, so it normally can't always use zenith powers. When you roll initiative for the creature, roll 1d3. Once that many rounds have elapsed, the creature is considered fully attuned and gains access to its zenith powers. After it uses a zenith power, it's no longer fully attuned and you roll 1d3 again to see how many rounds it will take to recharge.

If a creature has stellar alignment (graviton) or stellar alignment (photon), it's considered to be attuned only in the indicated mode and can become fully attuned only in the indicated mode, as described above.

Format: **Other Abilities** stellar alignment (graviton).

SUMMON ALLIES (SP)

The creature can attempt to summon creatures of the same creature type as itself as a full action. The summoned ally returns to the place from which it came after 1 hour.

Format: **Spell-Like Abilities** 1/day—summon allies (1 imp 60%).

Guidelines: Choose either a creature of the same CR as the monster (with a 35% chance of success) or a creature with a CR no greater than the monster's – 5 (with a 60% chance of success).

SWALLOW WHOLE (EX)

If the creature hits with the indicated attack (usually a bite attack), it deals the normal damage. If the creature's attack roll successfully hits the target's KAC + 4, the creature also automatically grapples the foe as part of the attack action. (If it hits the target's KAC + 13, it instead pins the target). The creature doesn't need to have a free limb to perform this grapple. Unless otherwise specified, a creature can swallow whole only targets that are at least one size category smaller than itself, and it has



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room for a single target of that size in its stomach (doubling the maximum number of creatures it can have swallowed for each additional size category by which these creatures are smaller).

On the creature's next turn after grappling or pinning the target, if the target has not escaped the grapple or pin, the target automatically takes the attack's damage at the beginning of the creature's turn. The creature can then make a new attack roll with the same attack. If it hits the target's KAC, the grapple or pin is maintained. If it hits the target's KAC + 4, the target is swallowed whole (no damage is dealt).

Once swallowed, the target takes the listed swallow whole damage automatically at the beginning of its turn every round. The target is considered grappled as long as it is swallowed. The target can attempt to cut its way out (the interior of a creature with swallow whole has the same EAC as its exterior and a KAC equal to that of its exterior - 4) by dealing an amount of damage equal to one-quarter the swallowing creature's total Hit Points, though any attack that does not deal slashing damage deals only half its normal damage. If a target cuts its way out of the creature, the creature cannot use swallow whole again until that damage is healed.

Alternatively, a target swallowed whole can attempt to climb out. The swallowed creature must succeed at both a grapple check against the creature's internal KAC + 8 and an Athletics check to climb (DC = 10 + 1-1/2 × the creature's CR). Each of these actions takes a full round. If both checks are successful, the target climbs back up to the creature's mouth and can escape, ending up in an open square adjacent to the creature.

Format: **Melee** bite +19 (5d4+16 P plus swallow whole); **Offensive Abilities** swallow whole (5d4+16 A, EAC 30, KAC 27, 71 HP).

SWARM ATTACK (EX)

The creature deals automatic damage to any creature whose space it occupies at the end of its turn, with no attack roll needed. Swarm attacks are not subject to a miss chance for concealment or cover.

Format: **Melee** swarm attack (1d6+2 P).

Guidelines: To determine the amount of damage a creature of CR 6 or lower deals with swarm attack, use the value listed in the CR 6 Three Attacks entry on its appropriate array table (see pages 129-132), lowering the additional damage from that CR to match its actual CR. For all other creatures, use the Four Attacks entry for its CR in the corresponding array table.

SWARM DEFENSES (EX)

Swarms take damage from weapons differently depending on how the weapon targets them.

A swarm is immune to attacks and effects that targets a single creature (including single-target spells), with the exception of mind-affecting effects if the swarm has an Intelligence score and an ability similar to the formian's hive mind (see page 50).

A swarm takes half again as much damage (+50%) from effects that affect all targets in an area, such as grenades, blast and explode weapons, and many evocation spells.

A swarm takes normal damage from an attack or effect that affects multiple targets (including lines and fully automatic mode attacks). For the purpose of automatic fire, the swarm counts as five targets. For example, if an automatic attack is made using 12 rounds of ammunition, it can attack a maximum of six targets, so it can damage a swarm normally. However, if two other targets are closer to the attacker than the swarm, they must be attacked first, leaving only four attacks to target the swarm, so it takes no damage.

Format: **Defensive Abilities** swarm defenses.

SWARM IMMUNITIES (EX)

Swarms are immune to the following effects, unless the effect specifies it works against swarms.

- ➊ Bleeding, critical hits, flat-footed, off-target, pinned, prone, staggered, and stunned.
- ➋ Combat maneuvers—swarms can't be affected by and can't perform combat maneuvers, unless the swarm's description says otherwise.
- ➌ Flanking—swarms are unflankable.
- ➍ Dying—a swarm reduced to 0 Hit Points breaks up and ceases to exist as a swarm, though individual members of it might survive.

Format: **Immunities** swarm immunities.

TRACKING (EX)

The creature can use the Perception skill to perform the follow tracks task of the Survival skill with the listed sense. The sense is usually related to a type of signature that most creatures leave behind, such as a scent or heat trail. The creature might gain a bonus or penalty to its Perception check to follow tracks depending on the strength of the quarry's signature, at the GM's discretion. It is possible for stronger signatures to completely mask other signatures, making following tracks with a weaker signature very difficult.

Format: **Other Abilities** tracking (scent).

TRAMPLE (EX)

As a full action, the creature can move up to its speed and through the space of any creatures that are at least one size smaller than itself. The creature does not need to make an attack roll; each creature whose space it moves through takes damage. A target of a trample can attempt a Reflex save with the listed DC to take half damage; if it attempts the save, it can't make an attack of opportunity against the trampling creature due to the creature's movement. A creature can deal trample damage to a given target only once per round.

Format: **Offensive Abilities** trample (3d4+14 B, DC 16).

Guidelines: The amount of damage the trample deals should be the same as the creature's standard melee damage.



TRUESPEECH (SU)

The creature can speak with any other creature that has a language. This ability is always active.

Format: **Languages** truespeech.

UNDEAD IMMUNITIES (EX)

Undead are immune to the following effects, unless the effect specifies it works against undead creatures.

- Bleed, death effects, disease, mind-affecting effects, paralysis, poison, sleep, and stunning.
- Ability damage, ability drain, energy drain, exhaustion, fatigue, negative levels, and nonlethal damage.
- Any effect that requires a Fortitude save (unless the effect works on objects or is harmless).

Format: **Immunities** undead immunities.

UNFLANKABLE (EX)

Flanking the creature does not grant any bonuses, and abilities that function only against a creature that is flanked do not function against it.

Format: **Defensive Abilities** unflankable.

UNLIVING (EX)

The creature has no Constitution score or modifier. Any DCs or other statistics that rely on a Constitution score treat the creature as having a score of 10 (+0). The creature is immediately destroyed when it reaches 0 Hit Points. An unliving creature doesn't heal damage naturally, but a construct can be repaired with the right tools. Spells such as *make whole* can heal constructs, and magic effects can heal undead. An unliving creature with fast healing (see page 154) still benefits from that ability. Unliving creatures don't breathe, eat, or sleep. They can't be raised or resurrected, except through the use of *miracle*, *wish*, or a similar effect that specifically works on unliving creatures.

Format: **Other Abilities** unliving.

VORTEX (EX OR SU)

A vortex ability works identically to the whirlwind ability (see below), except the creature gains a swim speed instead of a fly speed, it can form only in a liquid (such as in water), it cannot leave a liquid medium, and it always blocks all vision within it and line of sight past it. In addition, carried creatures must have a swim speed in order to attempt a Reflex save to escape.

Format: **Offensive Abilities** vortex (4d6+8 B, DC 15, 1/day).

VULNERABILITY (EX OR SU)

The creature takes half again as much damage (+50%) when it takes damage of a specific type. Creatures with a vulnerability to an effect that doesn't deal damage instead take a -4 penalty to saves against spells and effects that cause or use the listed vulnerability (such as enchantments). Some creatures might suffer additional effects, as noted in their stat blocks.

Format: **Weaknesses** vulnerable to fire.

WATER BREATHING (EX)

The creature can breathe water. It can't breathe air unless it has the amphibious special ability (see page 152).

Format: **Other Abilities** water breathing.

WHIRLWIND (EX OR SU)

The creature can transform into a whirlwind. Unless otherwise specified, the creature can remain in whirlwind form for a number of rounds equal to half its CR. If the creature has a fly speed, it retains that in its whirlwind form. If it does not have a fly speed, it gains an extraordinary fly speed (with average maneuverability) equal to its base speed. A creature in whirlwind form can move freely into and through other creatures' spaces, and it does not provoke attacks of opportunity as a result of its movement.

The base of a creature in whirlwind form occupies a 5-foot square, and the whirlwind is twice as wide at its top as its base and has a height equal to four times the width of its base; this doesn't change the size category of the creature. If a creature is Large or larger, it can vary the size of its whirlwind form up to a maximum of a base equal to its normal space as a swift or move action. A creature in whirlwind form does not threaten any spaces around it, and it cannot make its normal attacks.

If a creature in whirlwind form enters the space of another creature, that creature must succeed at a Fortitude save with the listed DC or take the whirlwind's listed damage. If the whirlwind covers all of the creature's space, the creature must also succeed at a Reflex save or be picked up by the whirlwind and carried along with it. A carried creature is flat-footed, grappled, and off-target, and it automatically takes the whirlwind's damage at the beginning of its turn. If the carried creature can fly, it can attempt a Reflex save as a move action, escaping on a successful save. If a carried creature does not escape, it can attempt a Fortitude save; if it succeeds, it can take any remaining actions it has on its turn (other than movement). On a failed save, the carried creature is unable to act until its next turn or until the whirlwind releases it.

A creature in whirlwind form can carry up to two creatures of its size, with the total number it can carry doubling for every size category the affected creatures are smaller than the whirlwind. The creature in whirlwind form can eject a carried creature at any time during its turn, dropping the carried creature in a space of its choice adjacent to its position at the time of ejection. At the GM's discretion, if the whirlwind is in contact with dirt, gases, water, or other material that can be easily drawn into it, the whirlwind blocks all vision within it (including darkvision) and blocks line of sight through it.

Format: **Offensive Abilities** whirlwind (4d6+8 B, DC 15, 1/day).

Guidelines: This ability is generally usable once per day, plus one additional time per day for every 5 CR the creature has. The amount of damage the whirlwind deals should be the same as the creature's standard melee damage. Whirlwinds normally deal bludgeoning damage.



Index: Creatures by CR

The following section lists creatures in this book by CR and alphabetically. In the case of templates, only the creature presented with a full stat block is included. A list of the starship stat blocks (and their respective tiers) is provided at the end.

CR 1/3: Elemental (tiny), skittermander whelp, space goblin zaperator, symbiend.

CR 1/2: Anacite wingbot, formian worker, maraquoi hunter, skeletal undead (undead minion).

CR 1: Assembly ooze, drow enforcer, elemental (small), observer-class security robot, occult zombie (undead minion), reptoid, ryphorian technician.

CR 2: Contemplative, draelik, early stage barathu, electrovore, hesper, ikeshti brood-minder, kalo sharkhunter, skittermander, space goblin honchohead, verthani aether pilot.

CR 3: Aeon Guard, cybernetic zombie (undead minion), elemental (medium), formian warrior, haan, Swarm corrox, urog, wrilkreechee.

CR 4: Crest-eater, gray, ksarik, nuar enforcer, patrol-class security robot, shobhad.

CR 5: Barathu, elemental (large), ikeshti rivener, kalo deepspeaker, nihili, ryphorian Skyfire pilot, sarcesian sniper.

CR 6: Caypin, Damoritosh's arm host (symbiend), mountain eel, orocoran, reptoid master, witchwyrd.

CR 7: Aeon Guard specialist, anacite laborer, apari, barachius angel, bloodbrother, elemental (huge), haan combat pilot, shobhad warleader.

CR 8: Maraquoi shaman, marooned one, nuar specialist, sarcesian cybercommando, sharpwing.

CR 9: Dragonkin, elemental (greater), ellicoth, orocoran ichor lord, scavenger slime, surnoch, verthani pure one.

CR 10: Anhamut (inevitable), Swarm thresher lord, void hag.

CR 11: Blue dragon (young adult), drow noble arms dealer, elemental (elder).

CR 12: AHAV, asteray, frujai soldier.

CR 13: Necrovite, nihili captain.

CR 14: Deh-nolo.

CR 15: Bryrvath.

CR 16: Oma.

CR 17: Hallajin.

CR 18: Contemplative mentor.

CR 19: Endbringer devil, frujai colony.

CR 20: Kyokor.

Starships: Tier 6: Tetrad Caravel (witchwyrd); Tier 8: novaspawn; Tier 14: endbringer devil (starship form).

APPENDIX 1:
CREATING
MONSTERS AND
OTHER NPC'S

APPENDIX 2:
SUMMONING
CREATURES

APPENDIX 3:
SIMPLE
TEMPLATE
GRAFTS

APPENDIX 4:
UNIVERSAL
CREATURE
RULES

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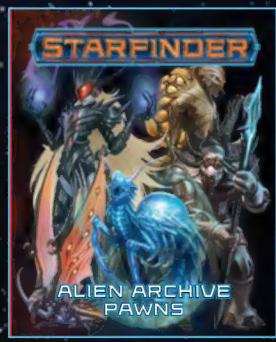
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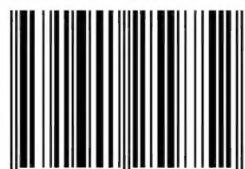


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